GAME BOY ADVANCE

AGB-AQME-USA

Disney's Magical Quest 2

Starring Mickey & Minnie

INSTRUCTION BOOKLET

CAPCOM

Disney Interactive

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

E

Visit www.esrb.org for more ratings information.

ESRB CONTENT RATING www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

Official Nintendo Seal of Quality ®

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CAPCOM

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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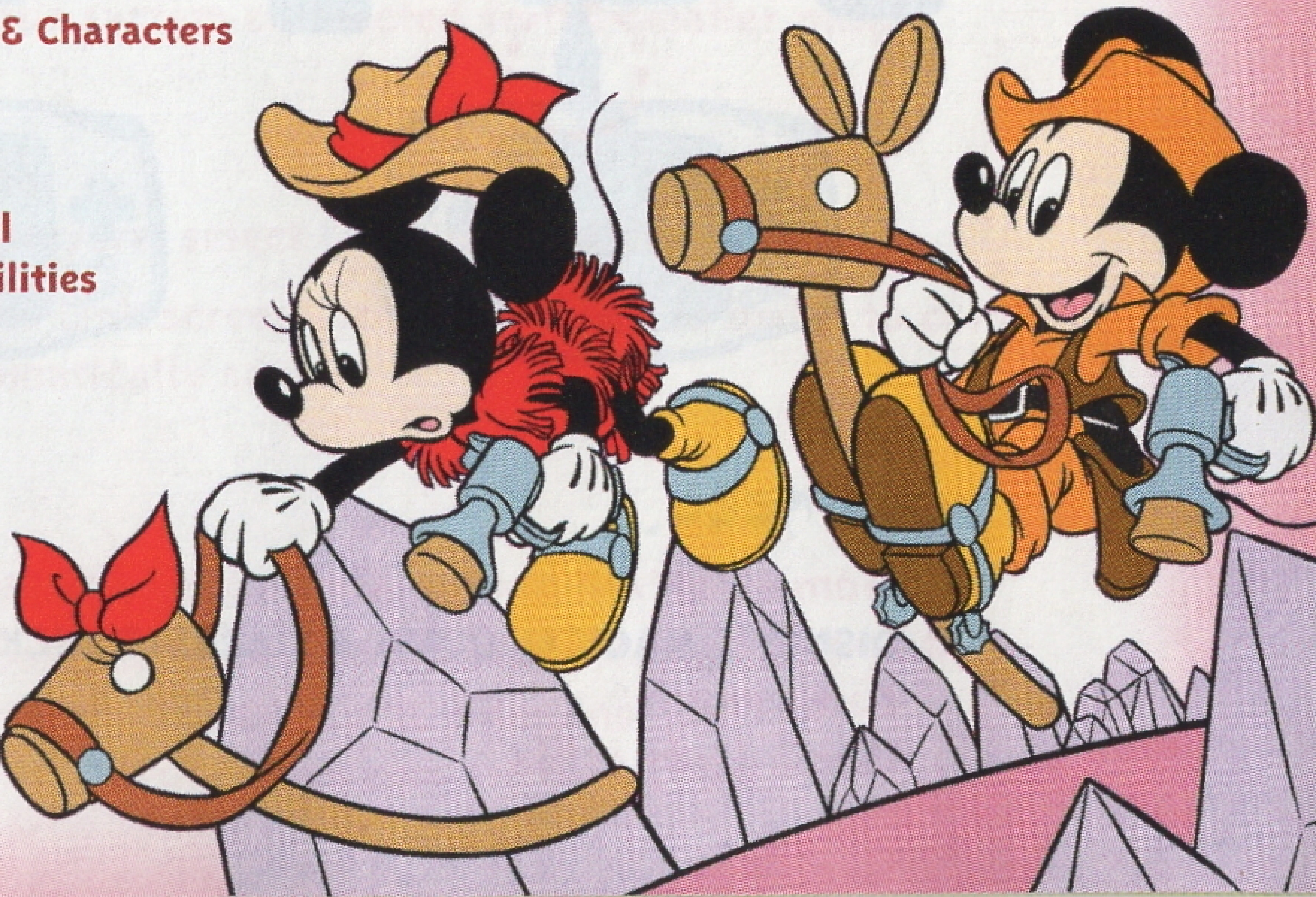
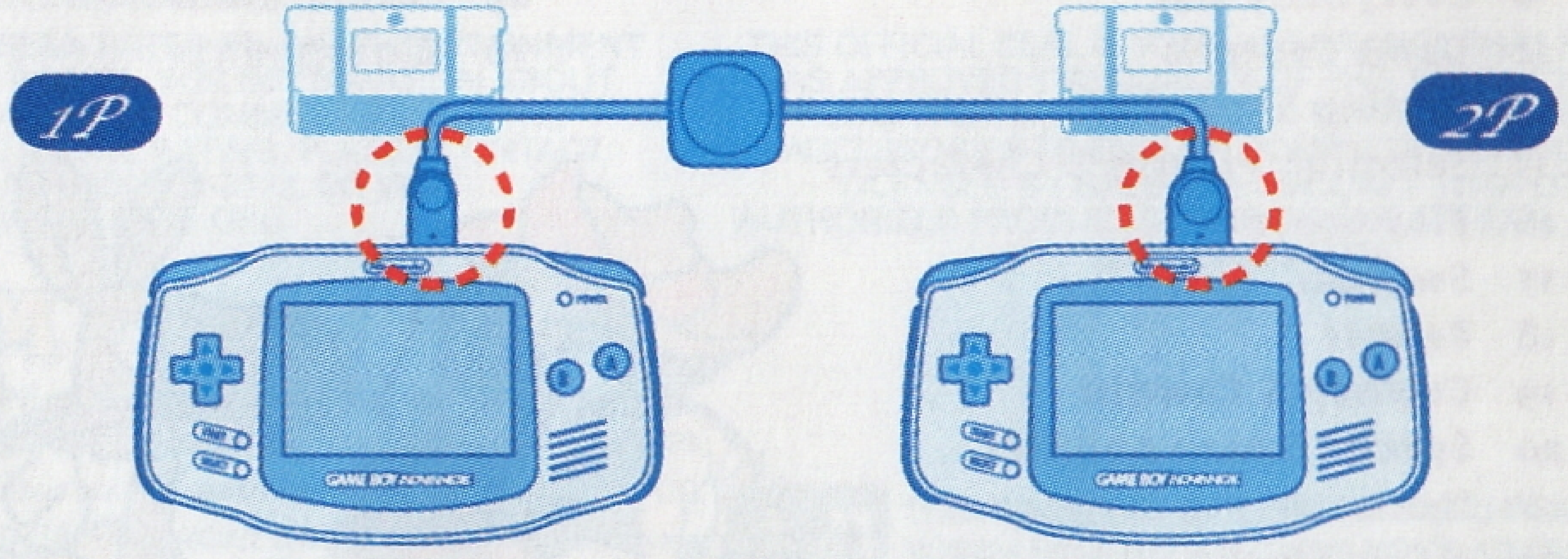


TWO PLAYER SETUP

CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE



you need...

- 2 *Game Boy® Advance* or *Game Boy® Advance SP* systems
- 2 **DISNEY'S MAGICAL QUEST 2 STARRING MICKEY & MINNIE** Game Paks
- 1 *Game Link®* cable

making the connection

1. Make sure the power of both *Game Boy® Advance* or *Game Boy® Advance SP* systems is OFF. Insert a **DISNEY'S MAGICAL QUEST 2 STARRING MICKEY & MINNIE** Game Pak into each *Game Boy® Advance* or *Game Boy® Advance SP* system.
2. Connect the *Game Link®* cable to the external extension connector on both systems. Turn on the systems.

Important: Player 1 uses the system connected to the smaller plug.

two player games

Once you're set up for two players, select **LINK** in the Main Menu.

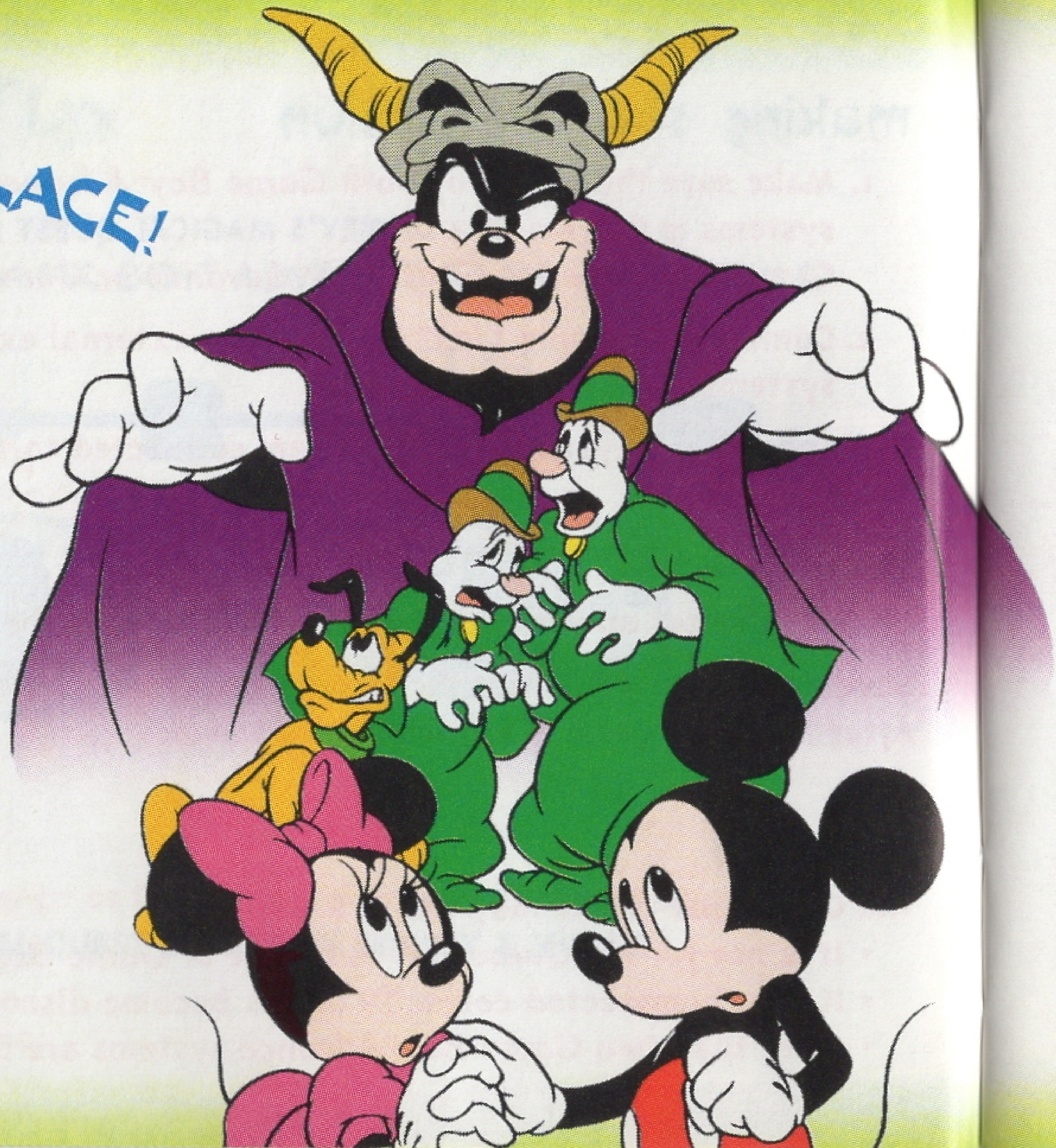
Save as soon as you enter the Link screen (you must do so in order to continue). After that, the game is automatically saved.

caution

The Game Link® cable may malfunction if:

- It is not for the *Game Boy® Advance* or *Game Boy® Advance SP* system.
- It is not connected correctly or has become disconnected.
- More than two *Game Boy® Advance* systems are connected.

TROUBLE ALL OVER THE PLACE!



The long awaited Circus has finally started. Everyone is so excited!

However, thanks to Baron Pete's evil doings, the circus is ruined!

Baron Pete's minions have even taken over the house of the Lonely Ghosts who rescued Pluto.

How terrible!

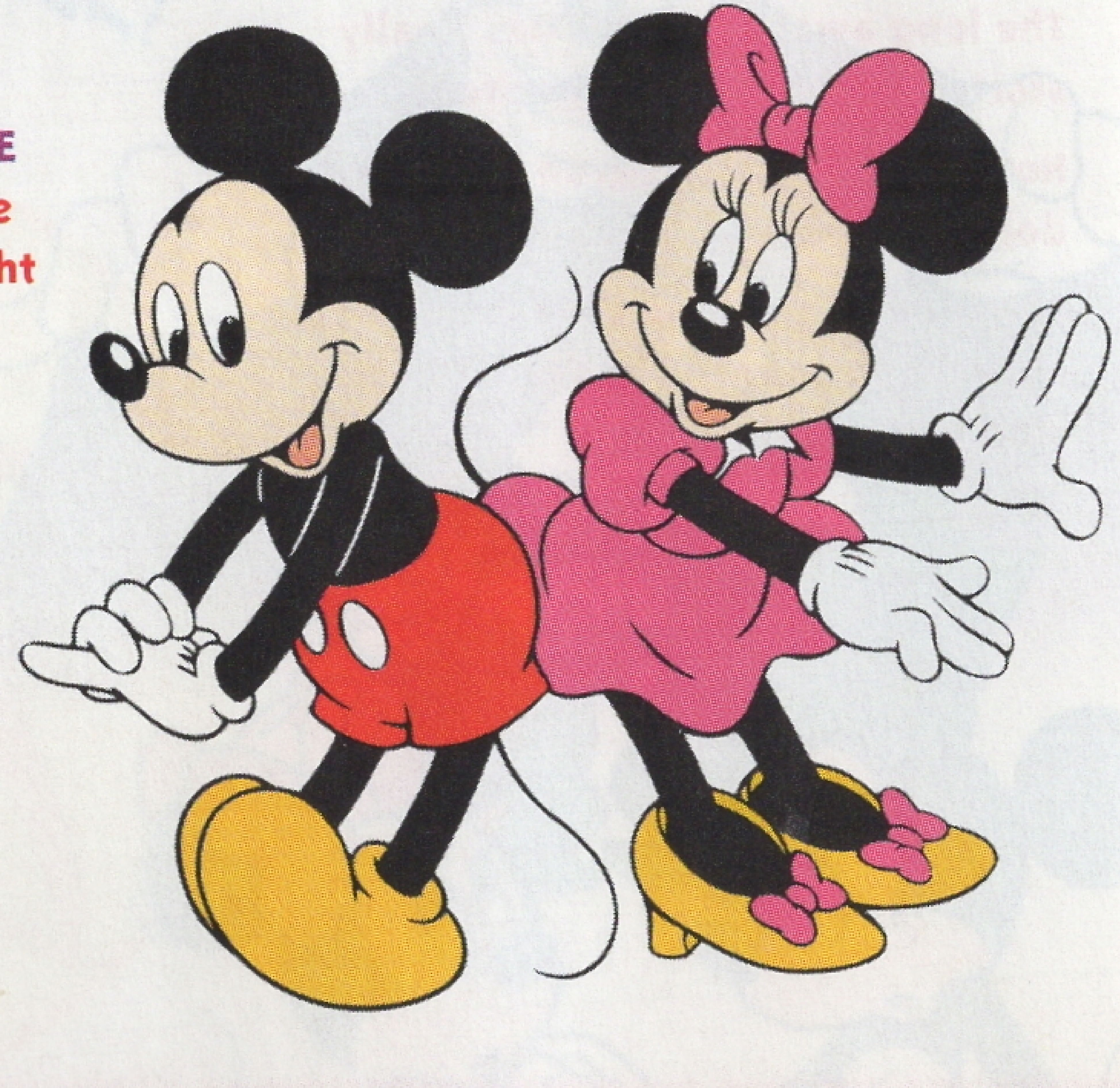
If this keeps up the whole world will fall into the hands of the bad guys.

Mickey! Minnie! Please stop Pete!

STARRING MICKEY & MINNIE

MICKEY and **MINNIE** must wear the three costumes in the right places, and work together to defeat Baron Pete!

The good friends head off on their journey to save the circus from Baron Pete!

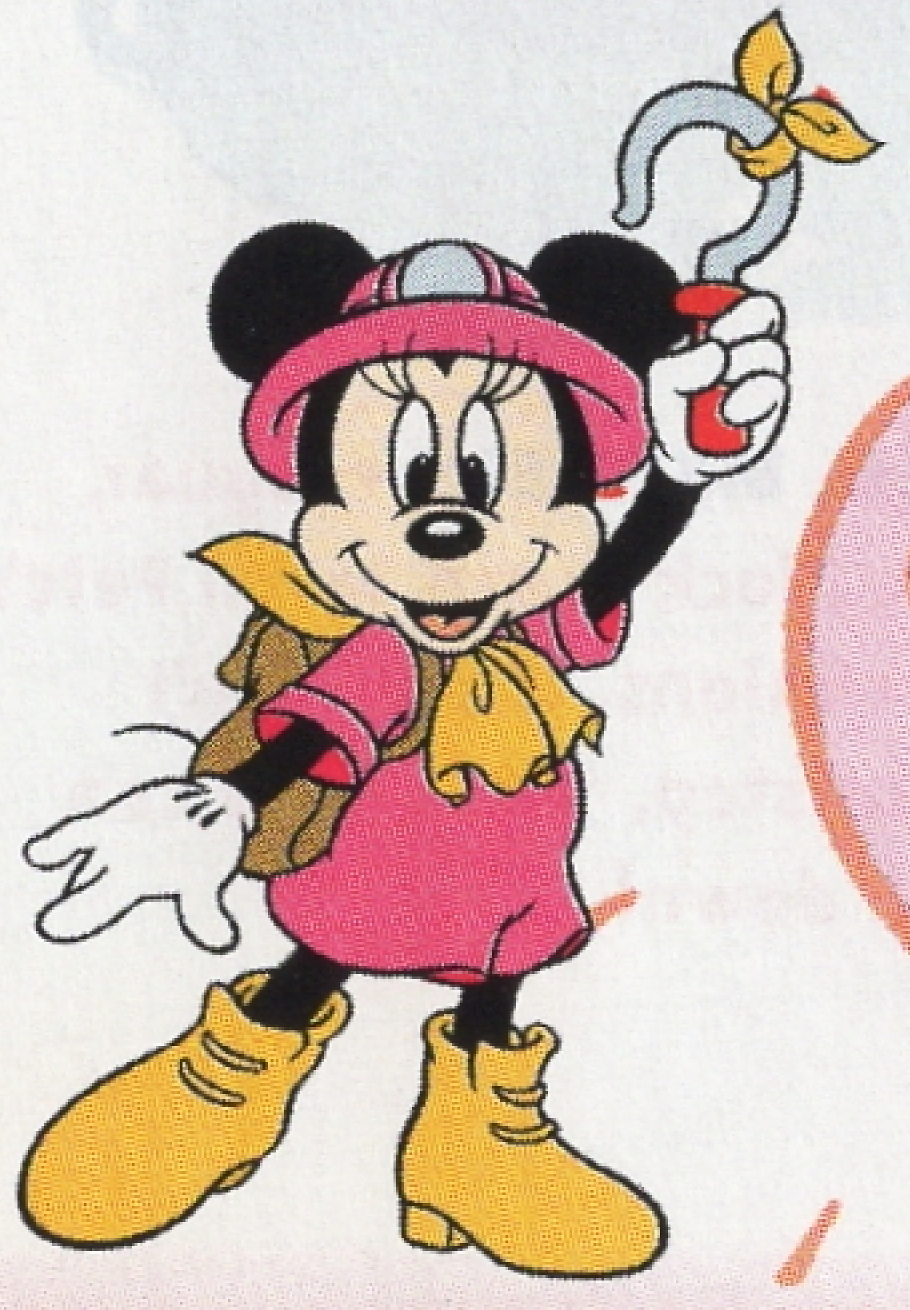


COSTUMES

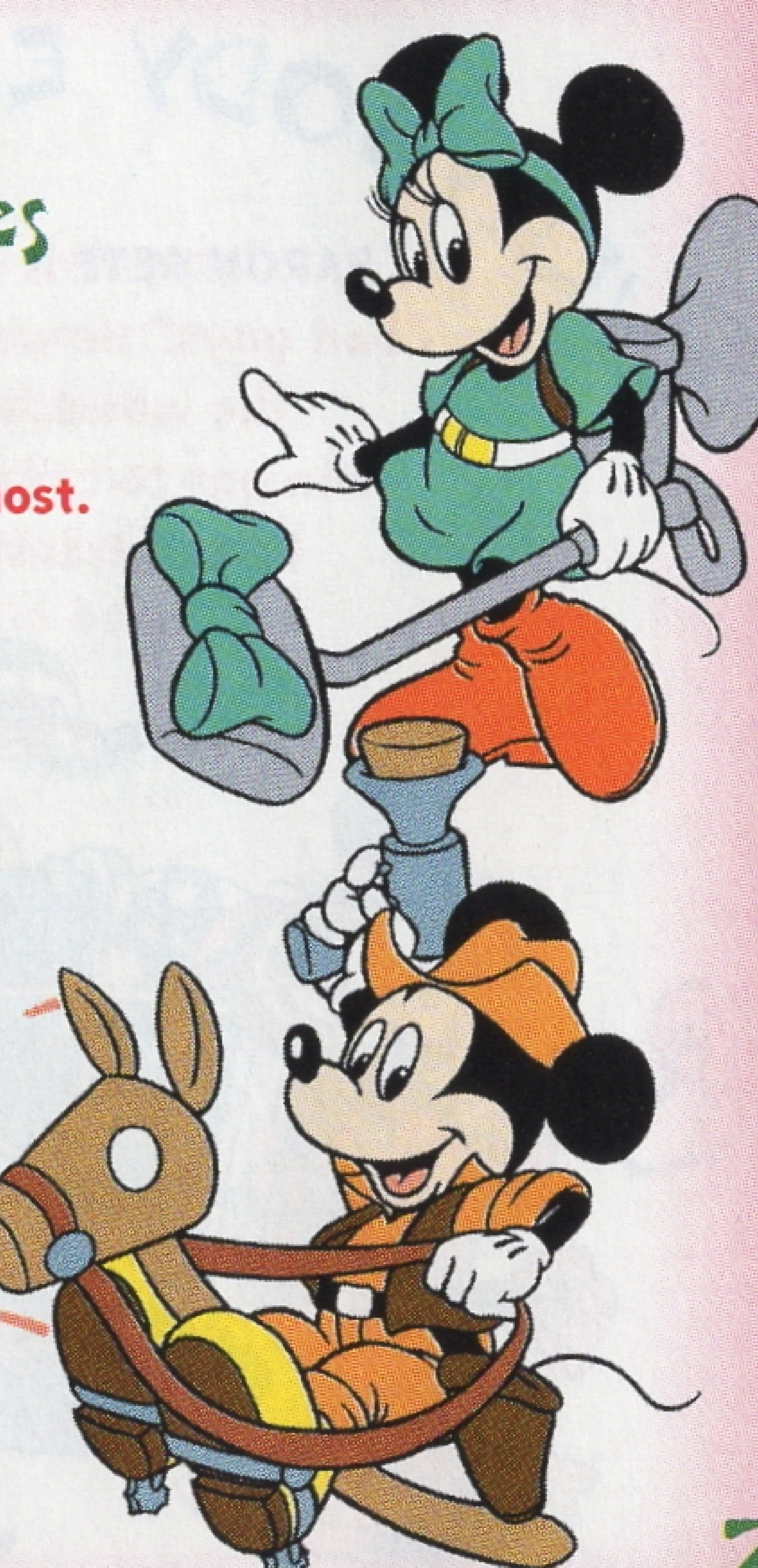
find 3 different costumes

Wear the right costume for each level!

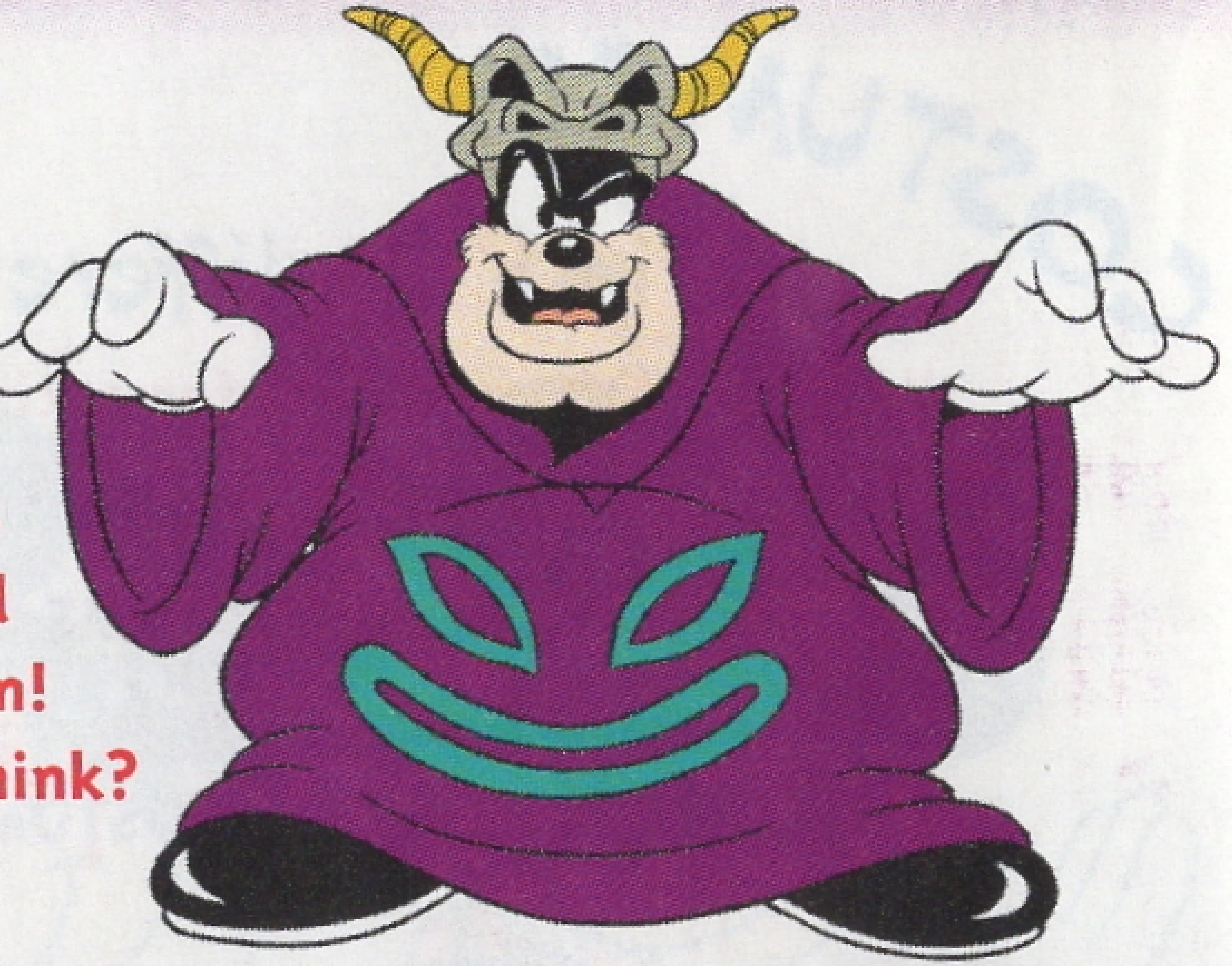
- Find the **SWEEPER COSTUME** at the circus.
- Get the **RANGER COSTUME** from the Lonely Ghost.
- The Lonely Ghost will also give you the **COWBOY/COWGIRL COSTUME.**



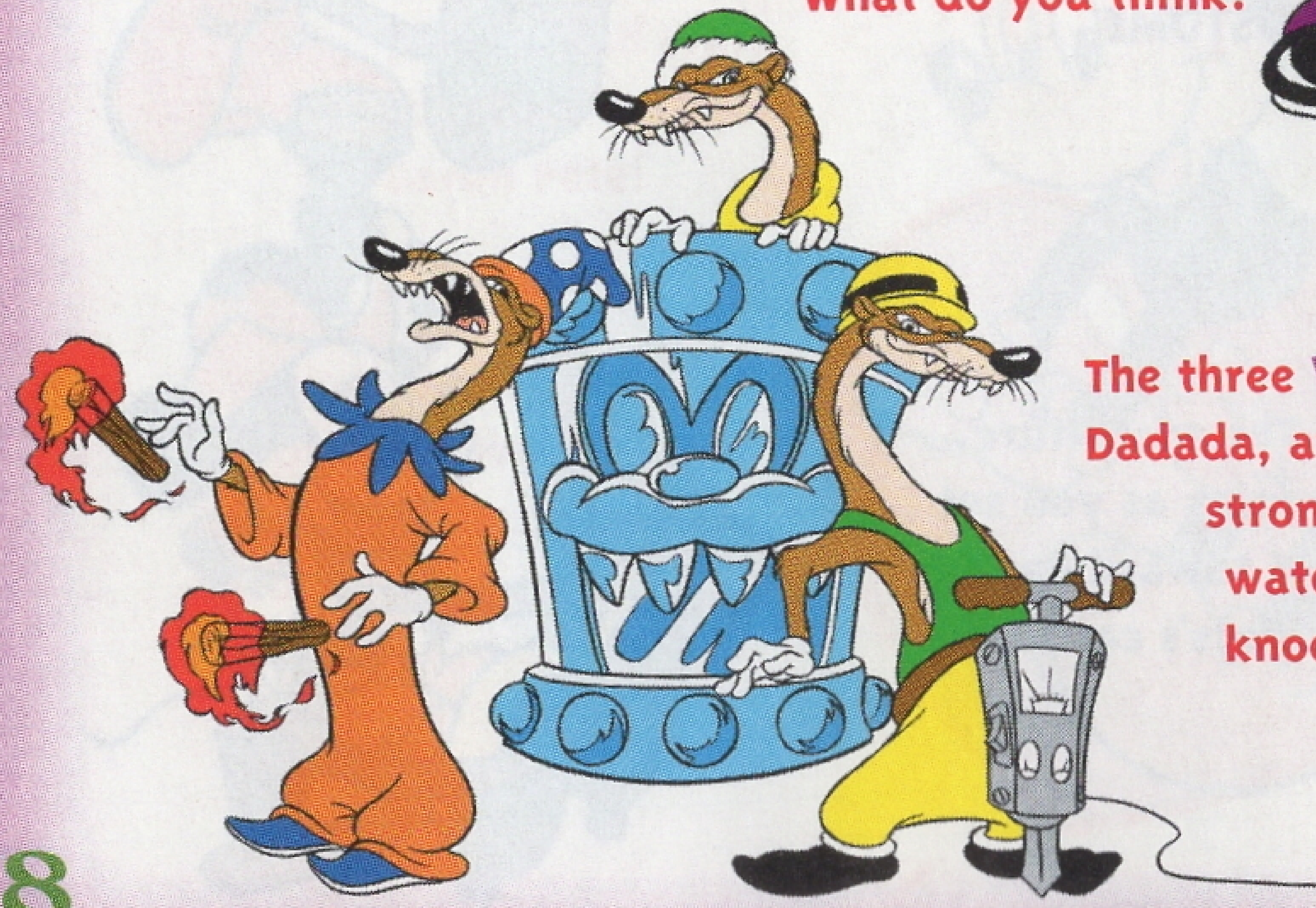
The adventure begins as you set off toward Baron Pete's castle!



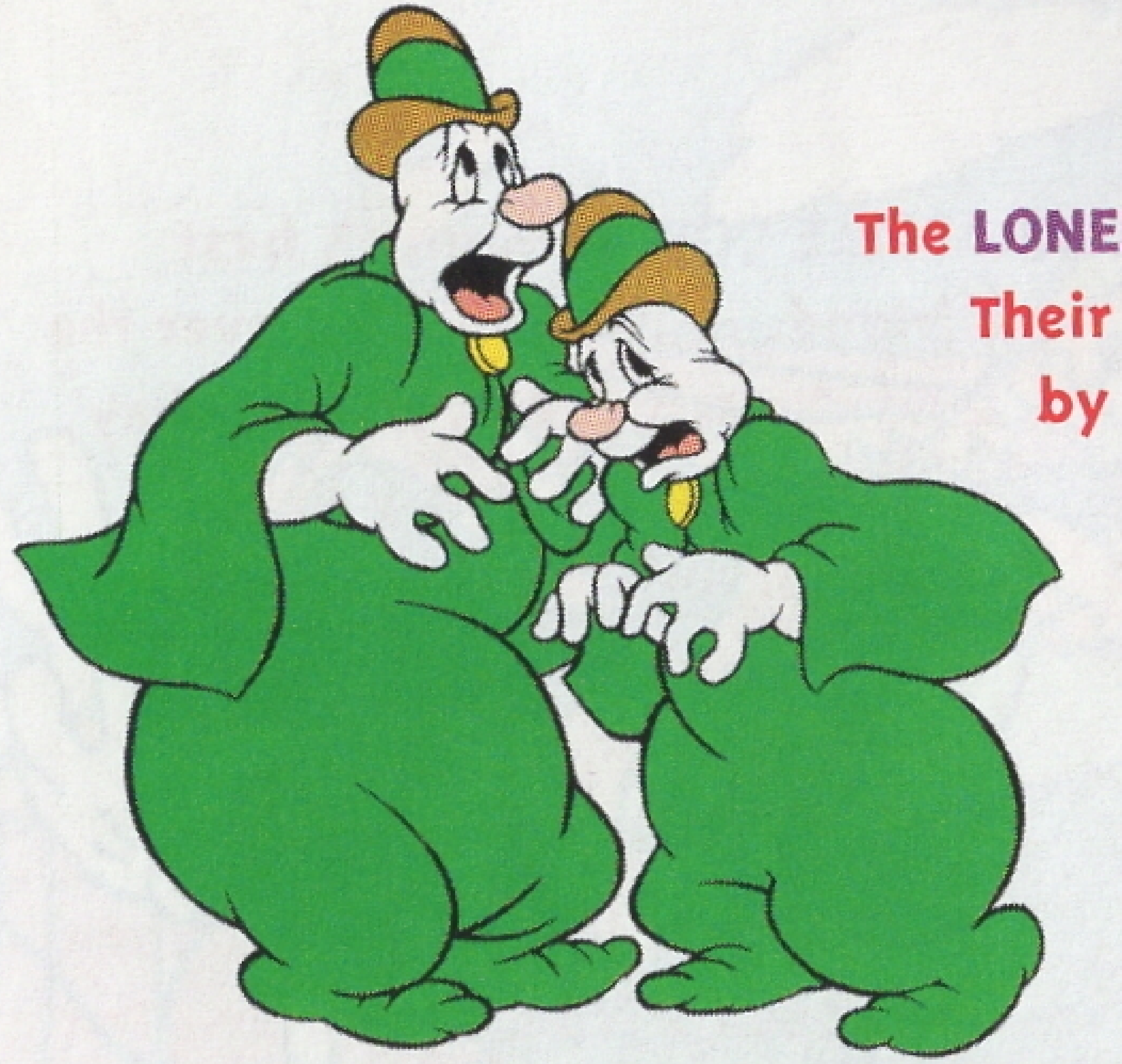
EVERYBODY ELSE



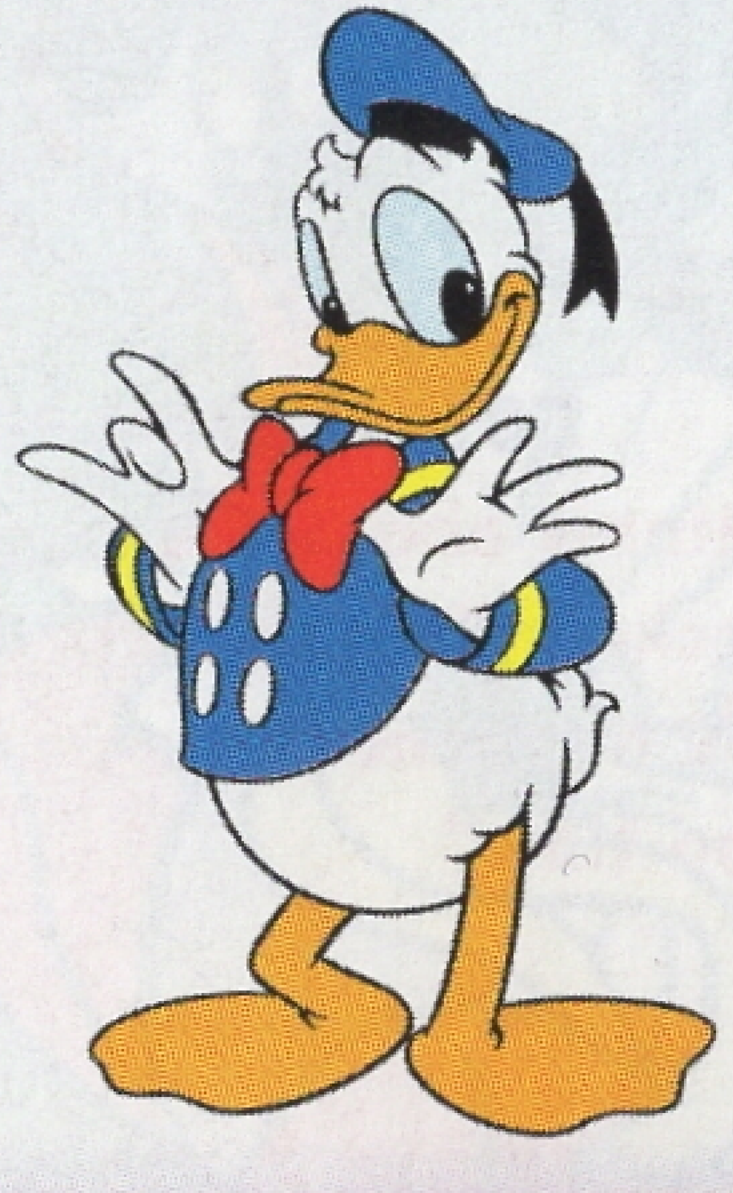
BARON PETE is the leader of the "bad guys." He wants to take over the world, so he sends out his minions to cause trouble. It's said he can transform into a dragon! What do you think?



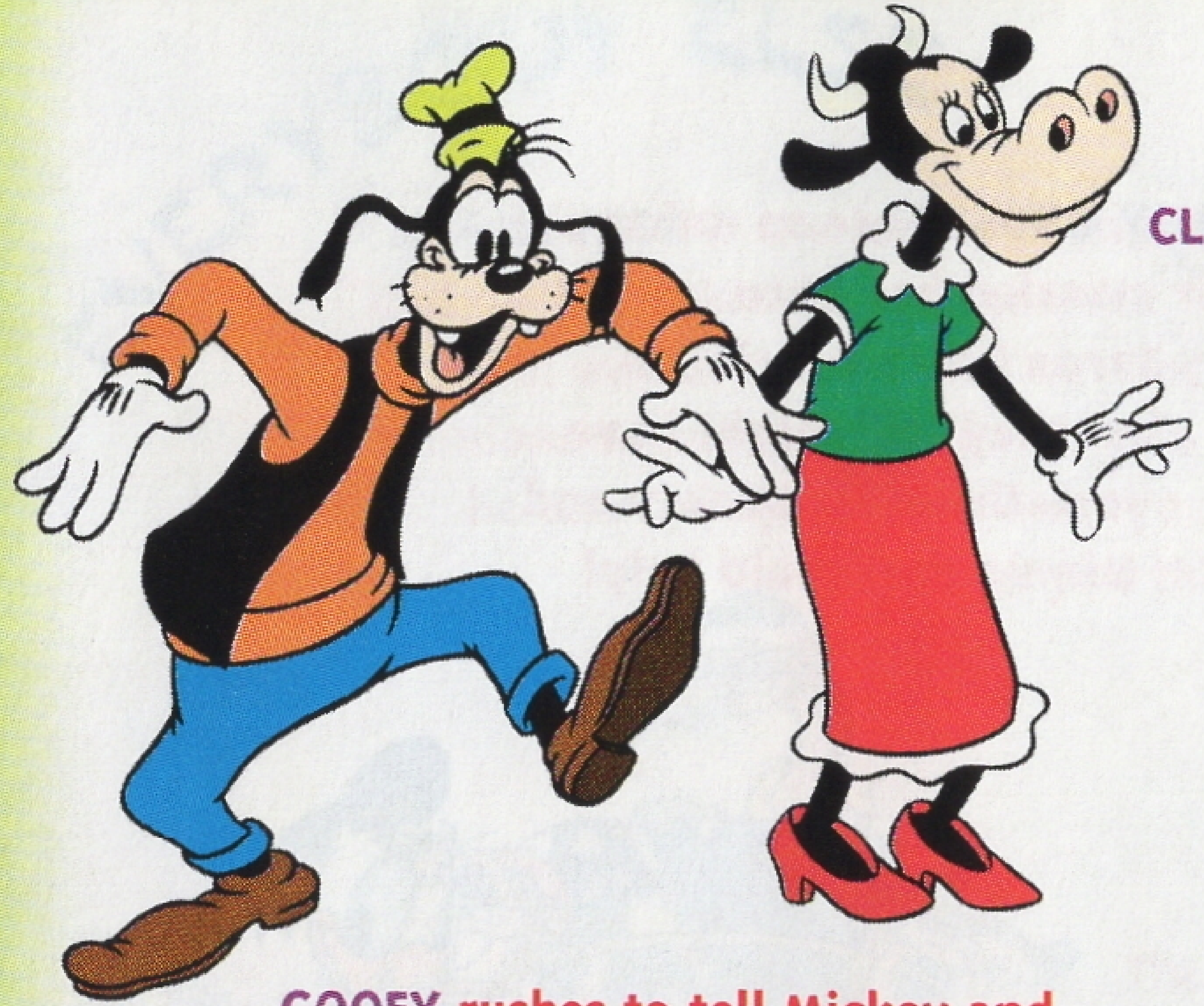
The three **WEASEL BROTHERS** —Jaguar, Dadada, and Ice Block — are Baron Pete's strongest minions. If you don't watch your step, these guys can knock you down!



The **LONELY GHOSTS** are so unhappy! Their mansion has been over-run by Baron Pete's henchmen, but they still might have something for Mickey and Minnie that could help!



Find out what **DONALD DUCK** has discovered. You will find him cleaning up the circus carriage.



CLARABELLE COW is Minnie's best girlfriend. In her Shops all over the land she sells items that Mickey and Minnie can surely use. "Come on in!" she greets you.

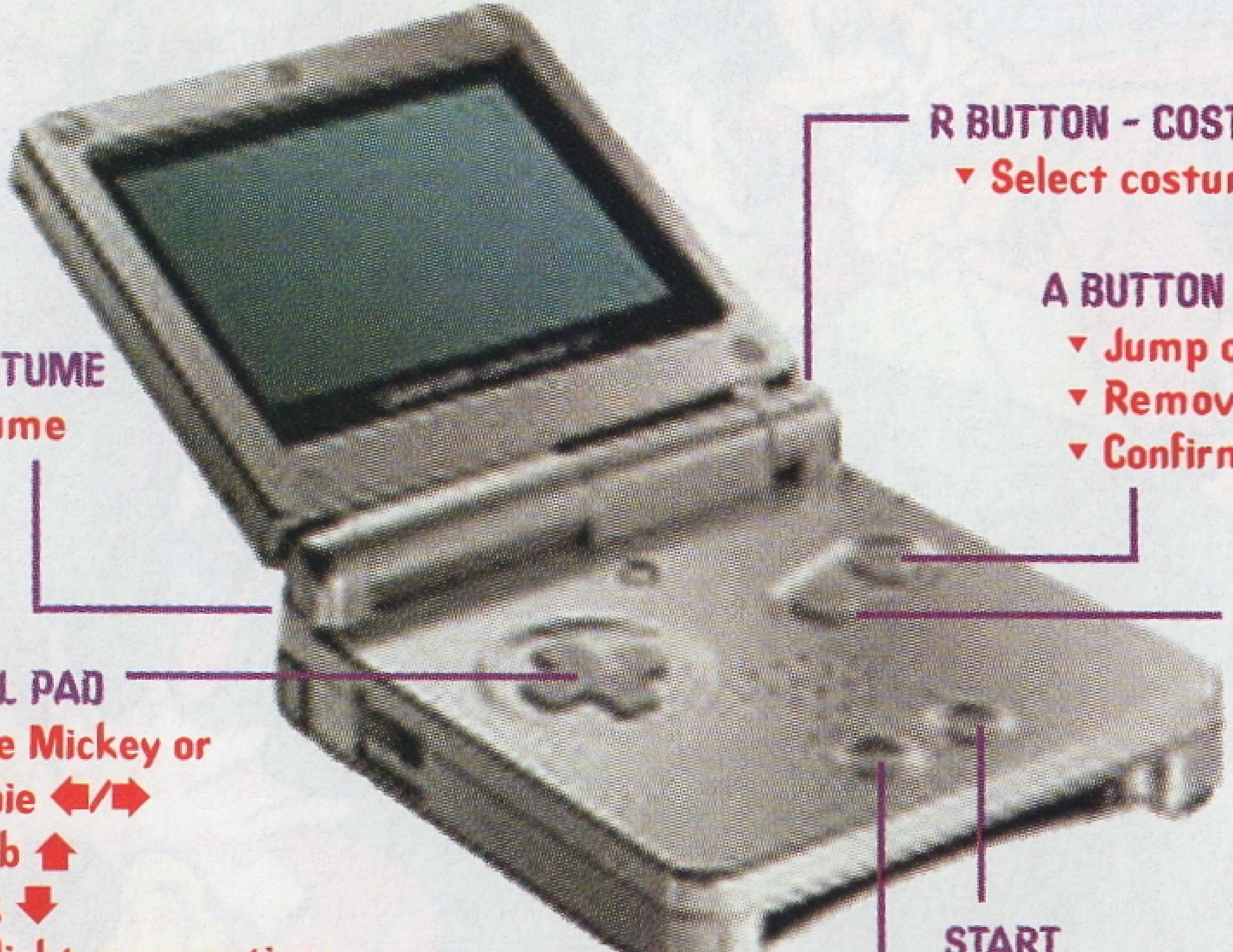
GOOFY rushes to tell Mickey and Minnie about the circus being wrecked. "It's the worst thing that could have happened! I was all ready to have a good time."

PLUTO gets lost when everyone disappears from the circus. The Lonely Ghosts save him and invite him into their mansion.

Pluto's "Arf Arf" really means "Thank you!"

GAME CONTROLS

Game Boy® Advance SP



R BUTTON - COSTUME
- Select costume

A BUTTON - JUMP/SWIM
- Jump or swim
- Remove hooks
- Confirm menu selection

L BUTTON - COSTUME
- Select costume

B BUTTON - ACTION
- Pick up items or knocked-out enemies
- Use pistol or vacuum cleaner
- Dash on your wooden horse
- Cancel menu selection

CONTROL PAD
- Move Mickey or Minnie ⬅/➡
- Climb ⬆
- Duck ⬇
- Highlight menu options

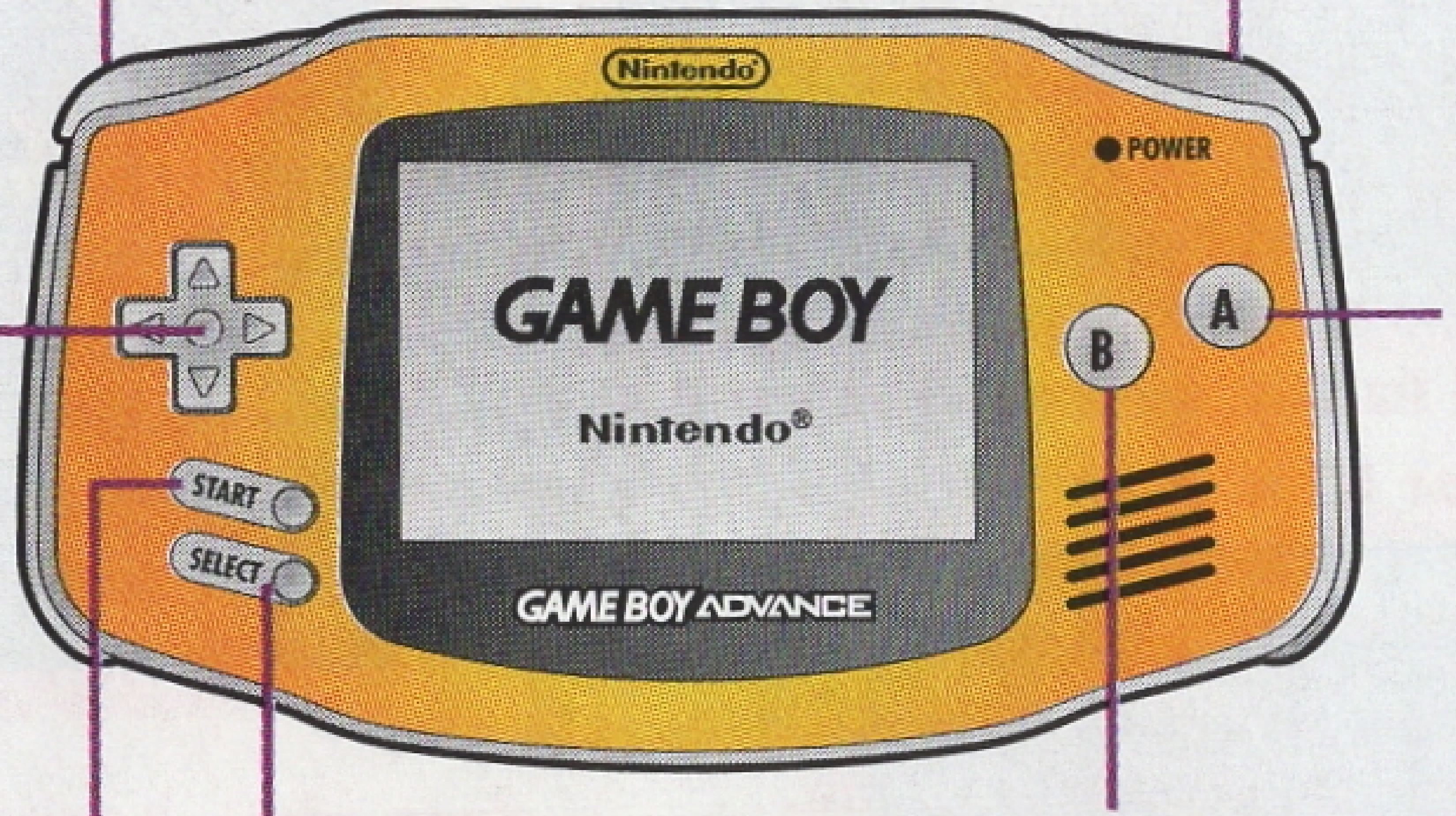
START
- Start game (skip movie)
- Pause mid-game

SELECT
- Turn costume box on/off

Game Boy® Advance

L BUTTON - COSTUME
- Select costume

R BUTTON - COSTUME
- Select costume



CONTROL PAD
- Move Mickey or Minnie ⬅/➡
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- Duck ⬇
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A BUTTON - JUMP/SWI
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SELECT
- Turn costume box on/off

START
- Start game (skip movie)
- Pause mid-game

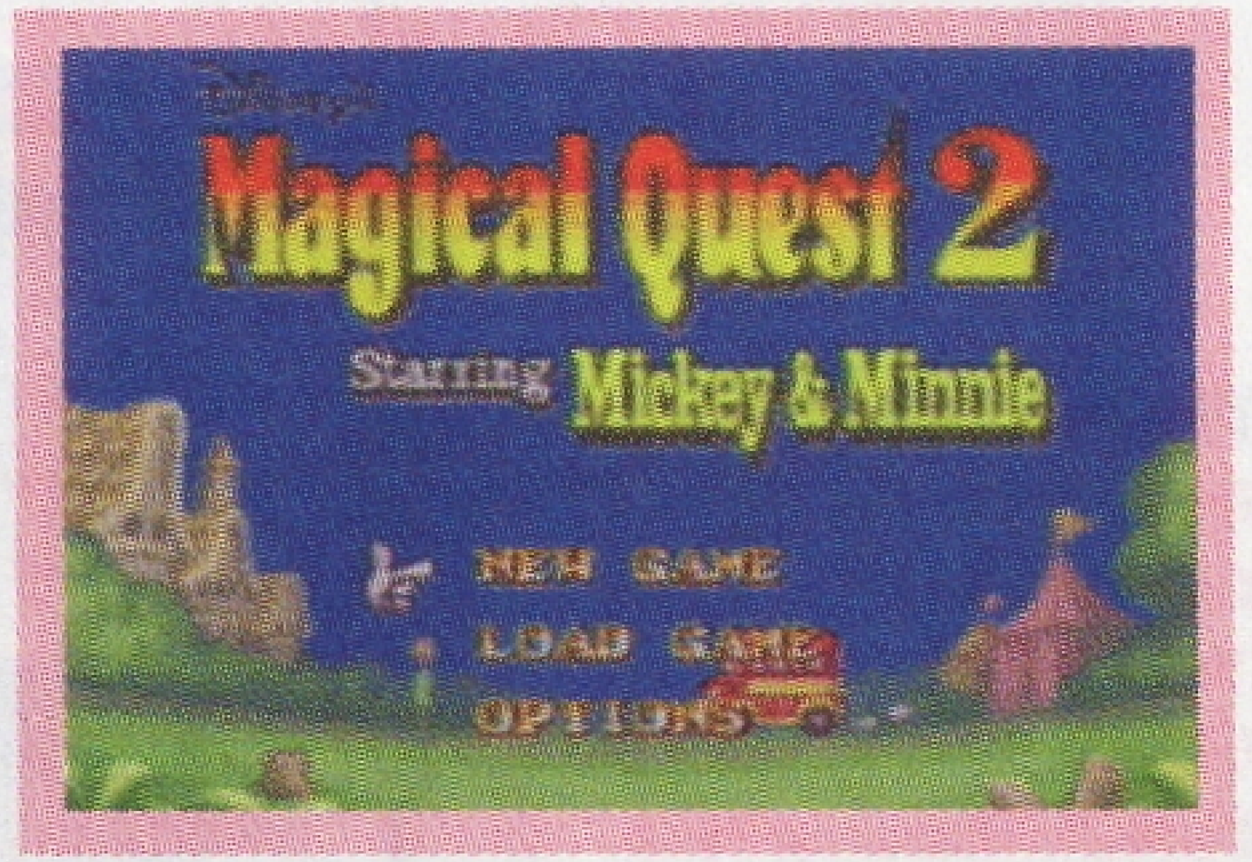
B BUTTON - ACTION
- Pick up items or knocked-out enemies
- Use your pistol or vacuum cleaner
- Dash on your wooden horse
- Cancel menu selection

Use Option Mode to change the game controls. See page 27.

GETTING STARTED

When you turn the power on, the movie starts playing. When you're ready, press START. You'll see the Title screen and Main Menu of game modes.

Use the Control Pad to choose. Then press START or the A or B Button.


Disney's
Magical Quest 2
Starring Mickey & Minnie
NEW GAME
LOAD GAME
OPTIONS

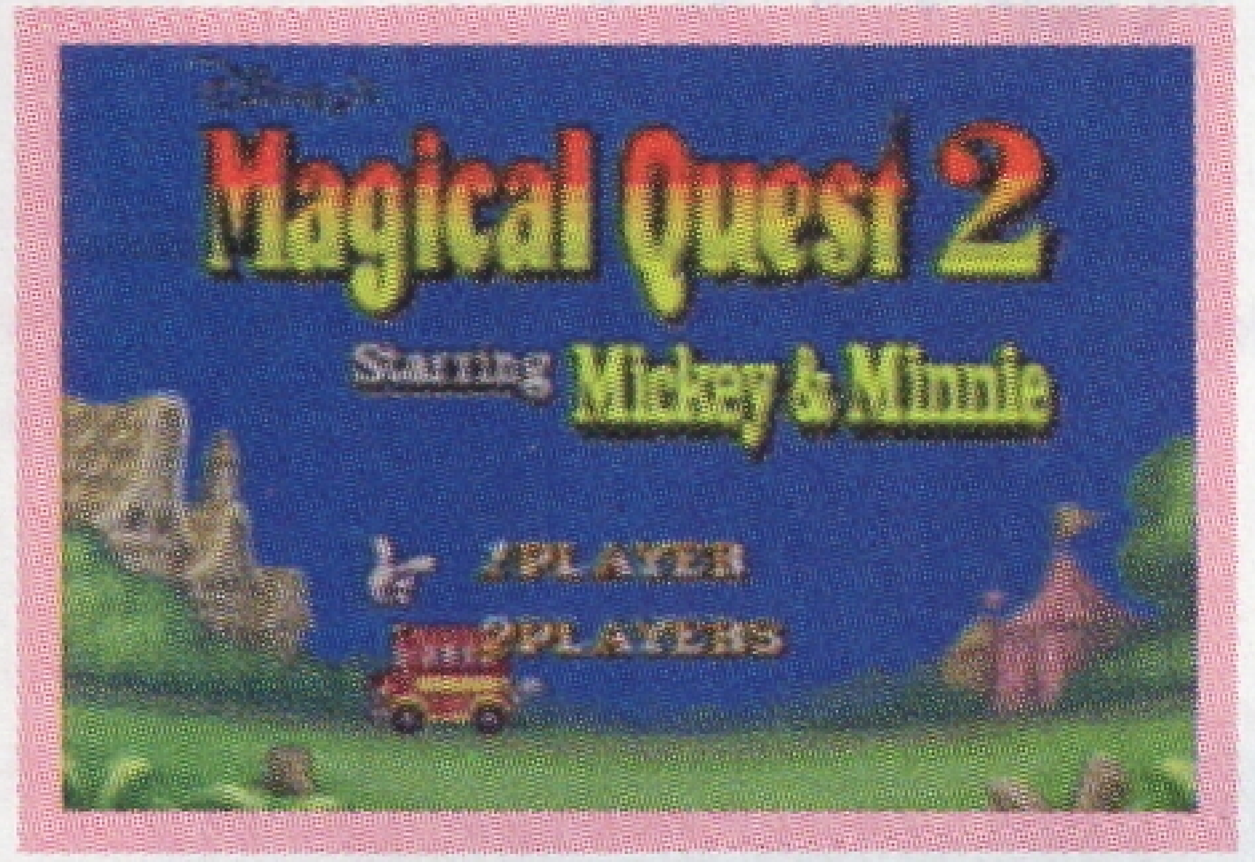
game modes

NEW GAME — Start a new game.

LOAD GAME — Resume a game you previously played and saved. (See page 28 for SAVE information.)

OPTIONS — Select a difficulty level and change the button controls. See page 27.

SELECTING PLAYERS & CHARACTERS

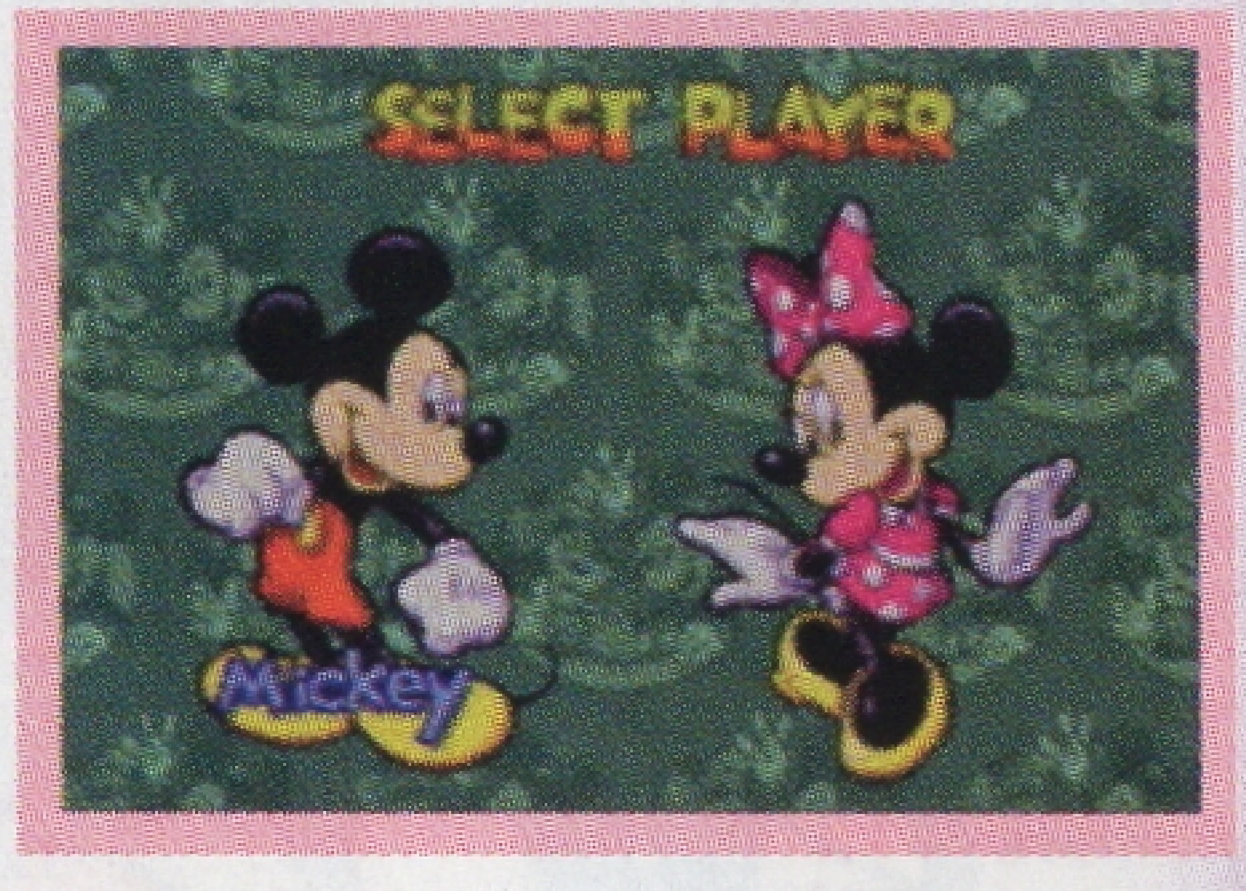

Disney's
Magical Quest 2
Starring Mickey & Minnie
1PLAYER
2PLAYERS

PLAYER SELECTION

When you're starting a new game, you can choose a single player or two player game:

SINGLE PLAYER — Play at your own pace, using different actions and abilities to explore the stage. You'll discover secret treasures, hidden doors, and more!

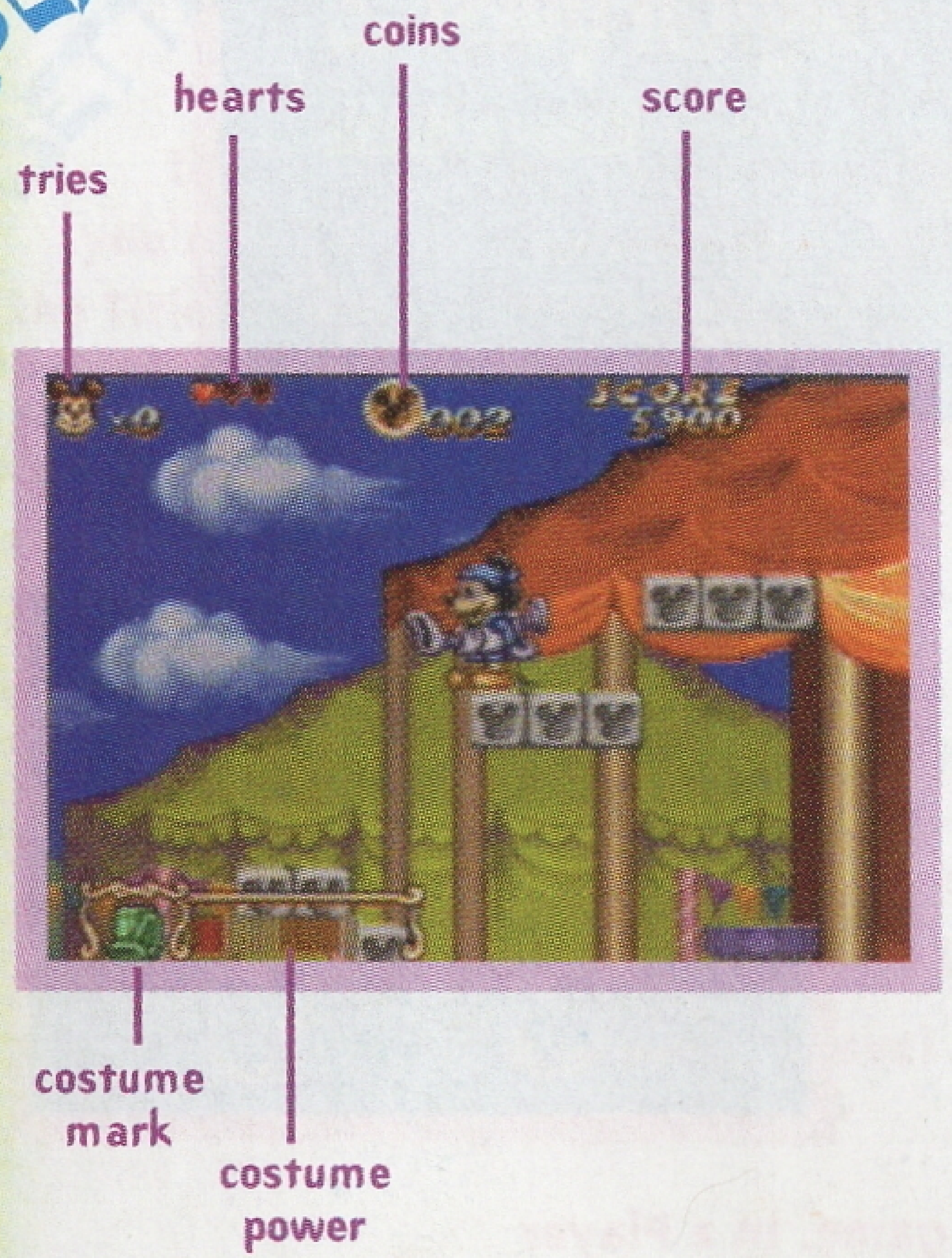
2 PLAYER — Explore with a friend. Help each other work toward your goals! (Attach the *Game Link*® cable before playing. See page 2.)


SELECT PLAYER
Mickey

CHARACTER SELECTION

Next, choose either Mickey or Minnie to play the game. In 2 Player games, one player is Mickey and the other player is Minnie.

PLAY SCREEN



TRIES — How many times you can keep going. When it reaches zero, the game ends.

HEARTS — Lives you have left. If this reaches zero, you will use up a Try. You can have up to 10 Hearts.

COINS — Number of coins you picked up so far (not shown in 2 Player games).

SCORE — Number of points earned so far.

COSTUME MARK — Costumes your character can wear.

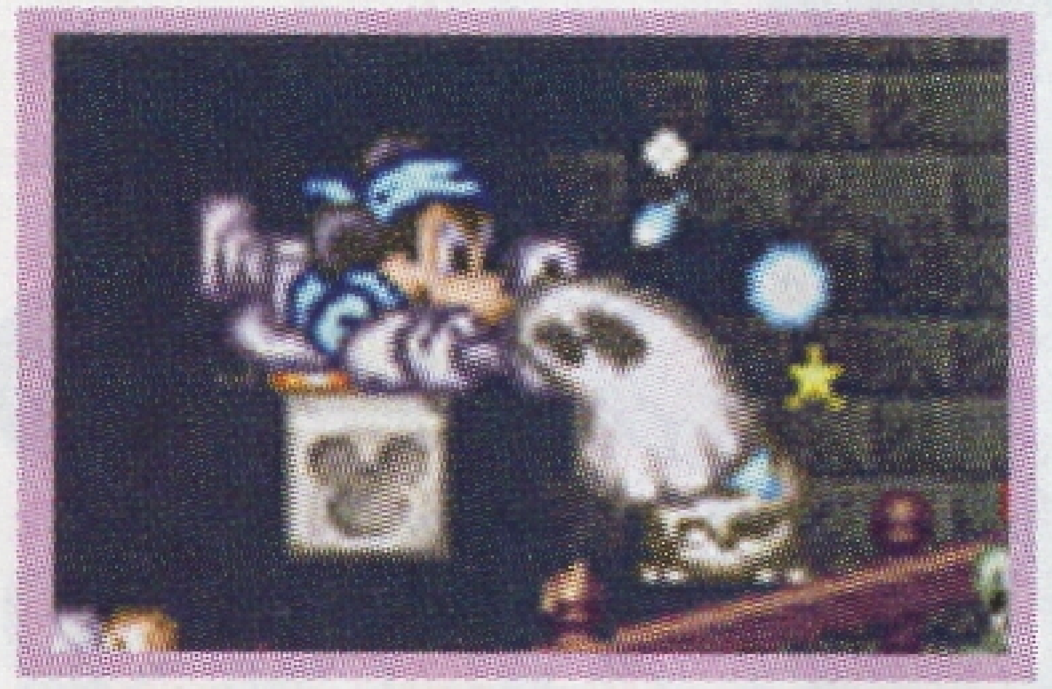
COSTUME POWER — Amount of costume power you have left. (Press SELECT to hide/display the Costume Information.)

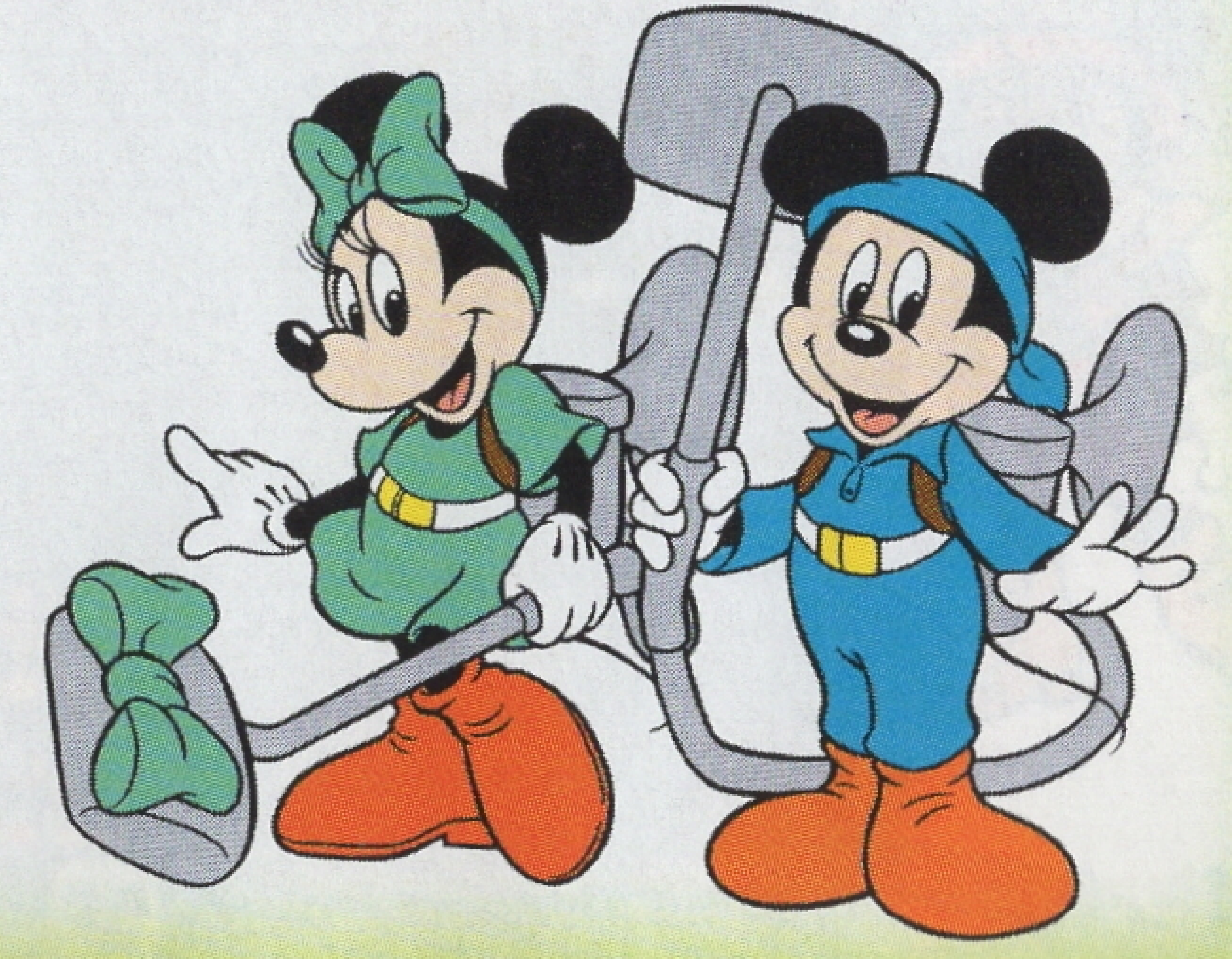
In 2 Player games, information for Player 1 is on the left side of the screen, and for Player 2, it's on the right.

SWEEPER

Sweep up enemies with your magic vacuum. Small enemies are swept up in one shot. The longer you hold down the button, the more you sweep up. Then poof! — enemies turn into coins!

There are lots of things besides enemies that you can clean up. Try it out!





RANGER

When you're a Ranger, there are all kinds of ways you can play!

ROCK CLIMB

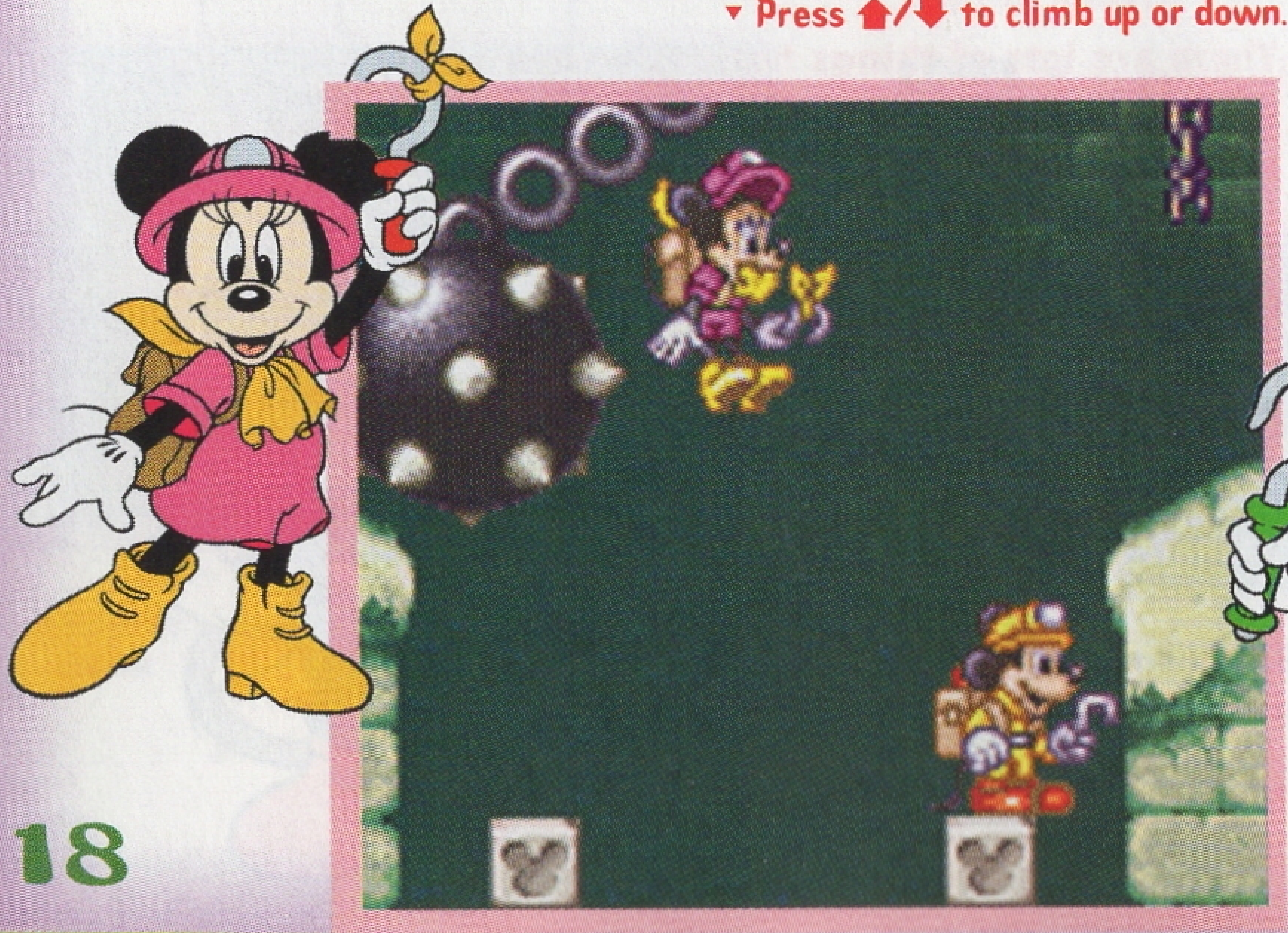
- Press the Control Pad ⬆ to latch onto a hand-hold above your head.
- Press ⬆ again to climb up.

WALL CLIMB

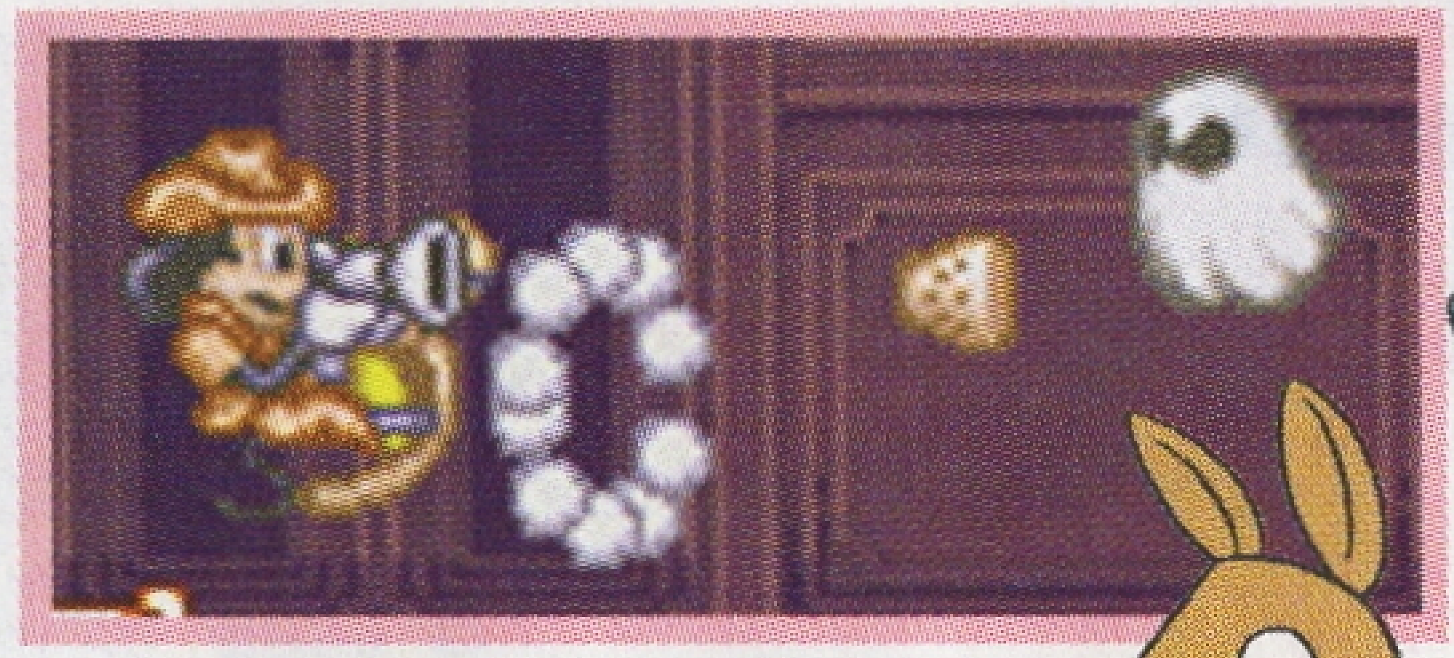
- Press the Control Pad toward a wall or cliff to hook into it.
- Press ⬆/⬇ to climb up or down.

RAPPEL

- Hook onto ivy or chains to slide down.

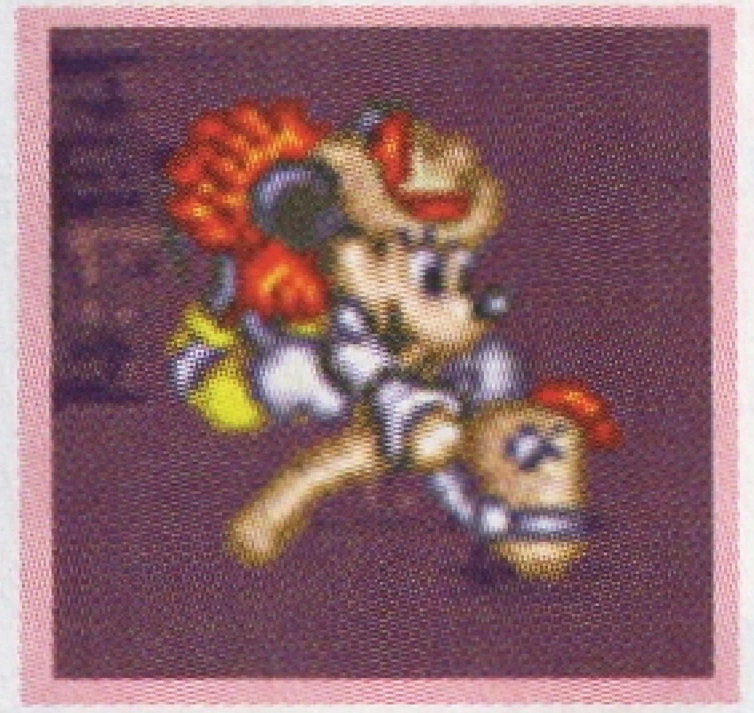


COWBOY & COWGIRL



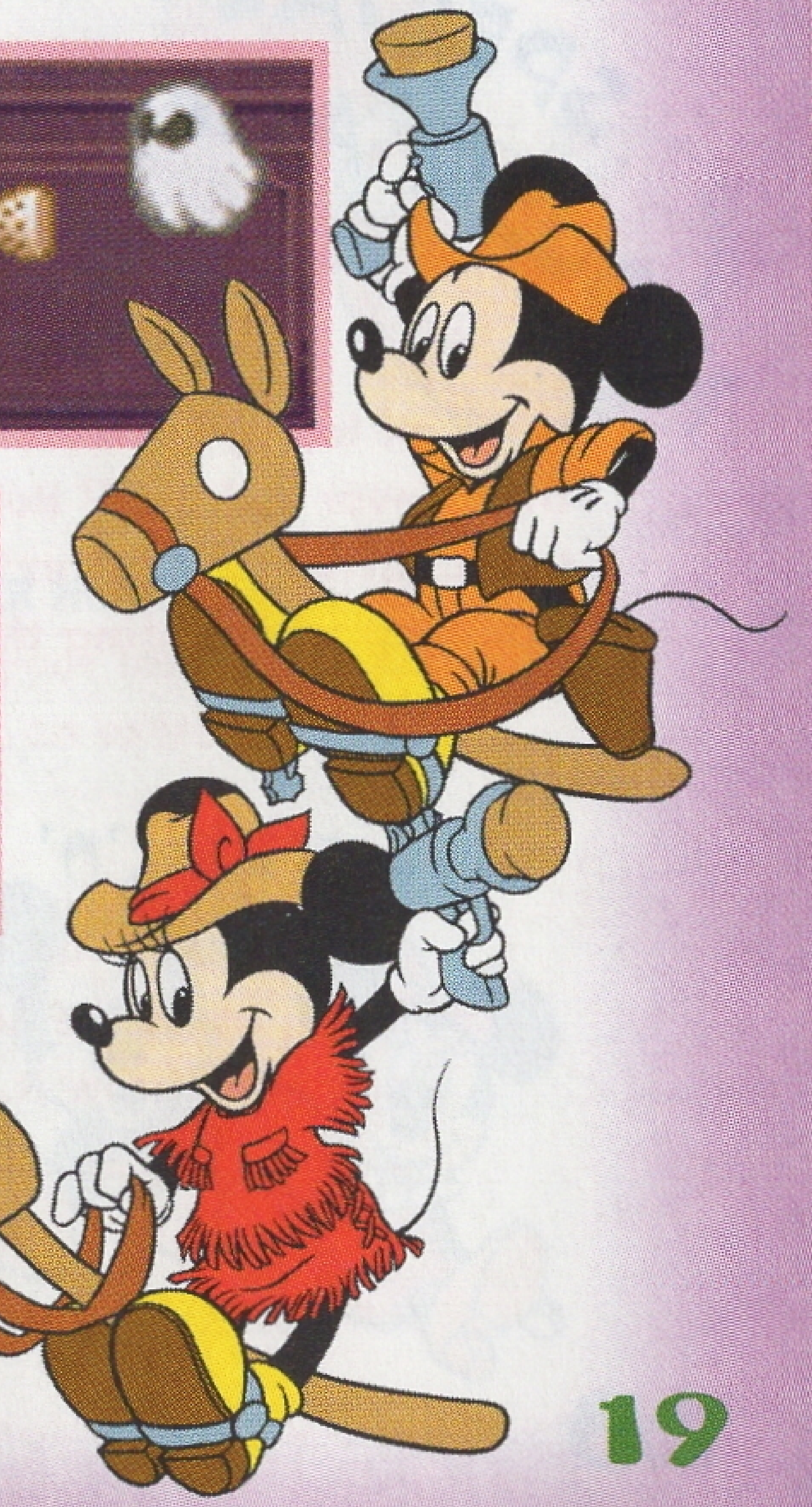
SHOOT

- Press the Action button to fire a cork from your toy pistol.



WOODEN HORSE DASH

- Hold down the Action button until your character starts flashing.
- Then let go! Mickey or Minnie will gallop away on the wooden horse.
- You can jump while riding the horse.



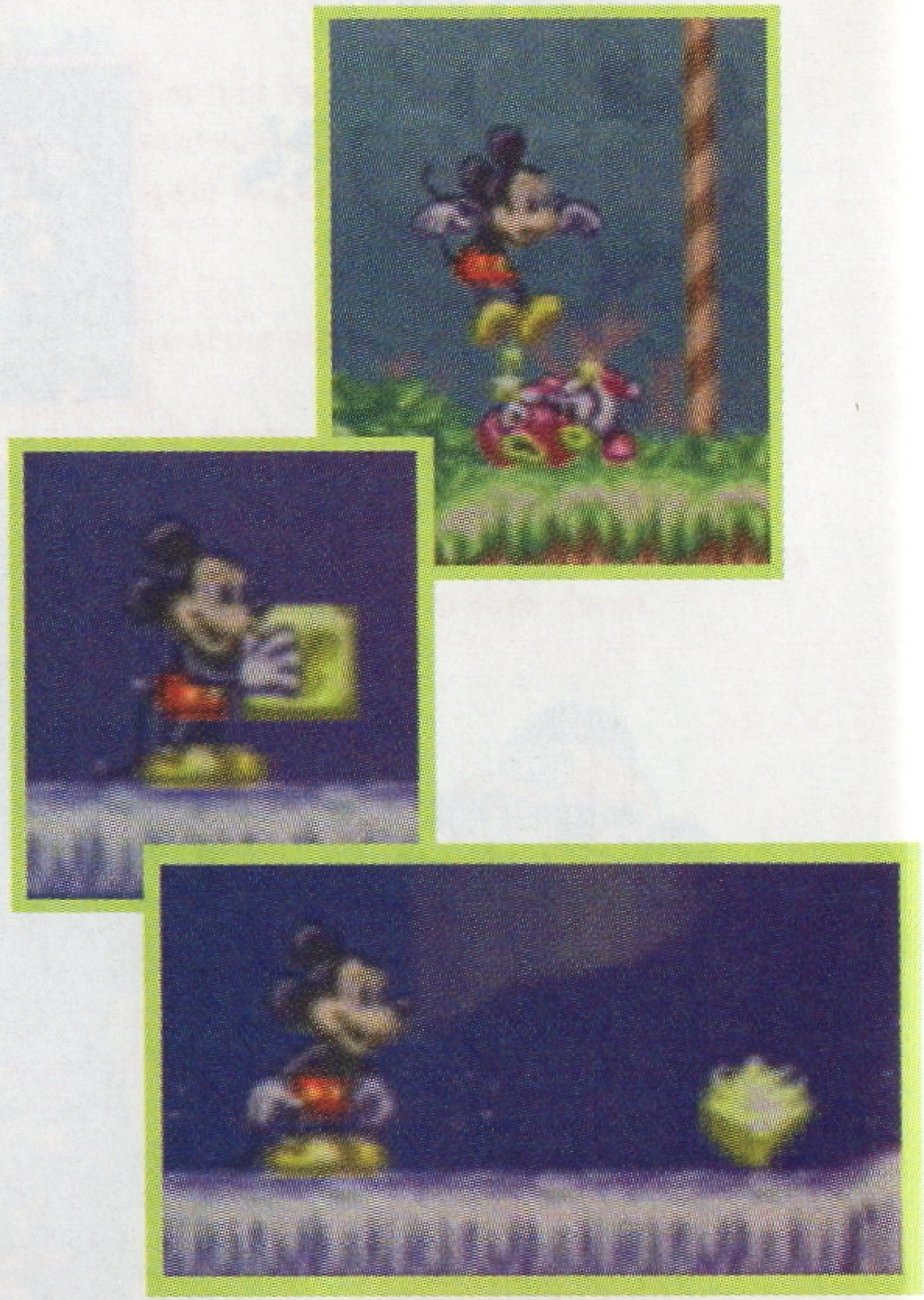
SPECIAL MOUSE ABILITIES

jumping

Jump on top of enemies' heads to knock them "over and out"! Hold down the Jump button to jump extra high. You can jump while riding the horse.

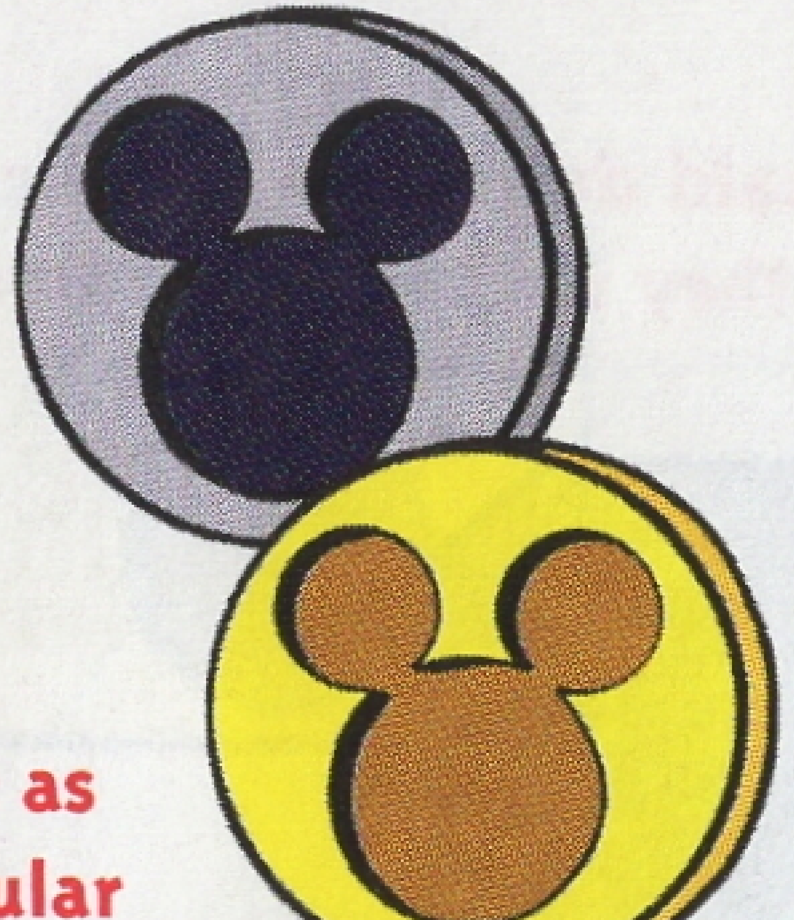
grab 'n' throw

When something is in your hand, press the Action button again to throw it.

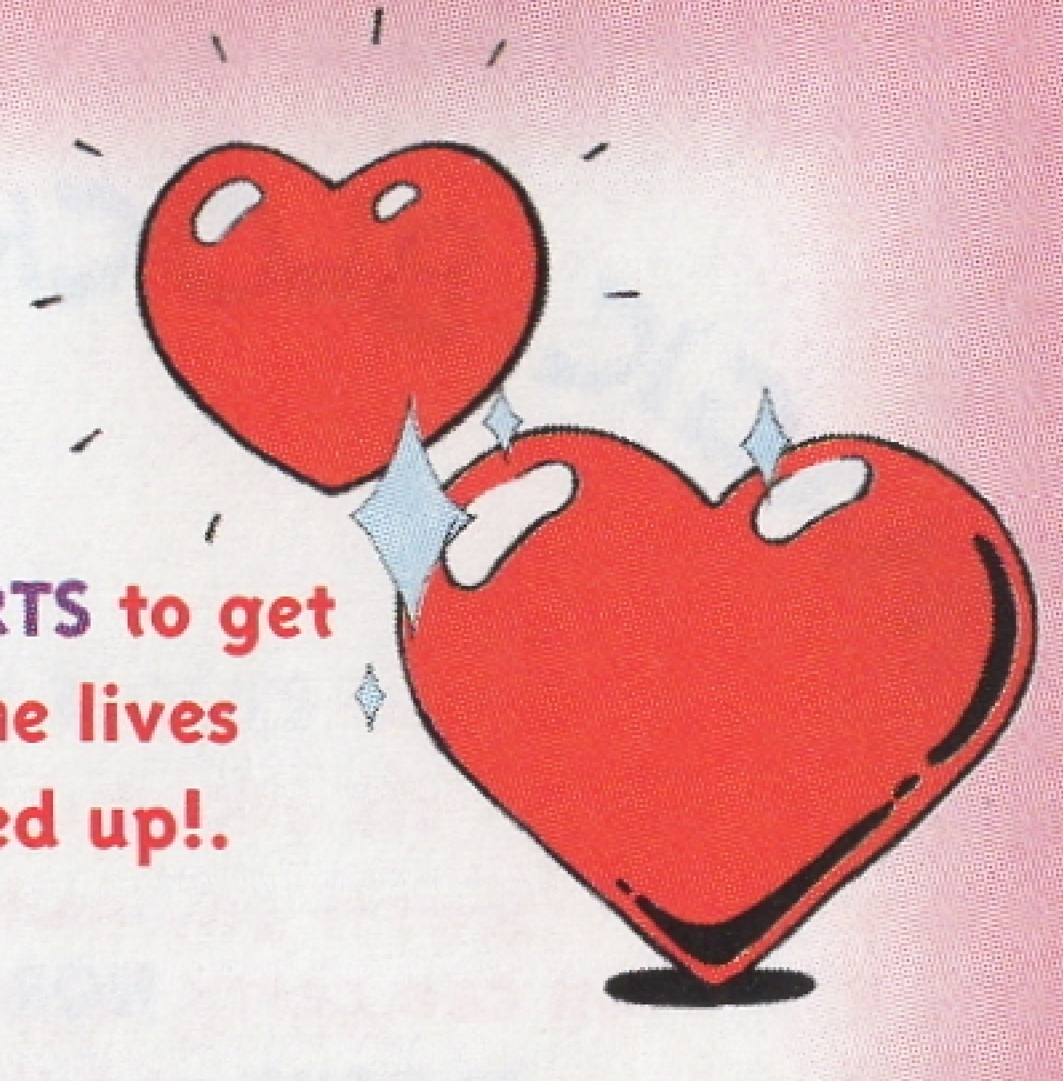


ITEMS

Collect **COINS** to buy things in Clarabelle's Shops.

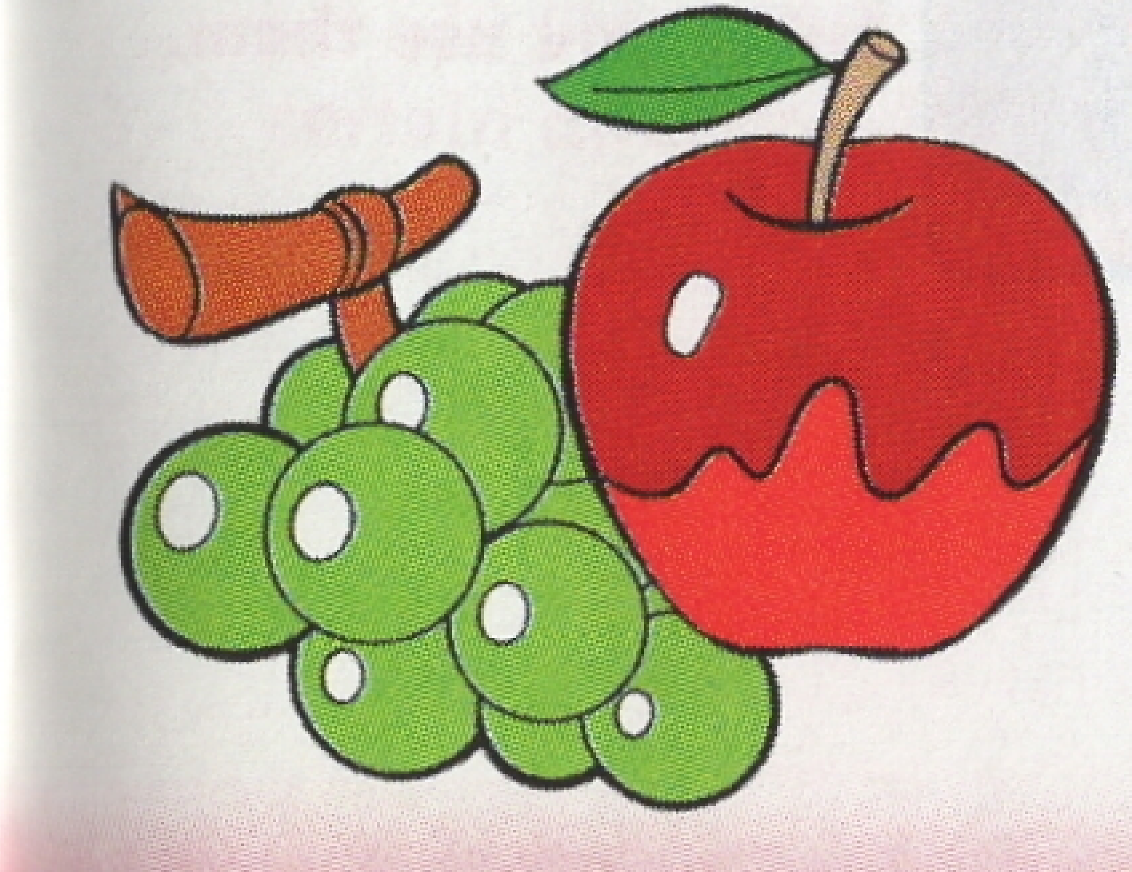


GOLD COINS are as good as five regular Coins.

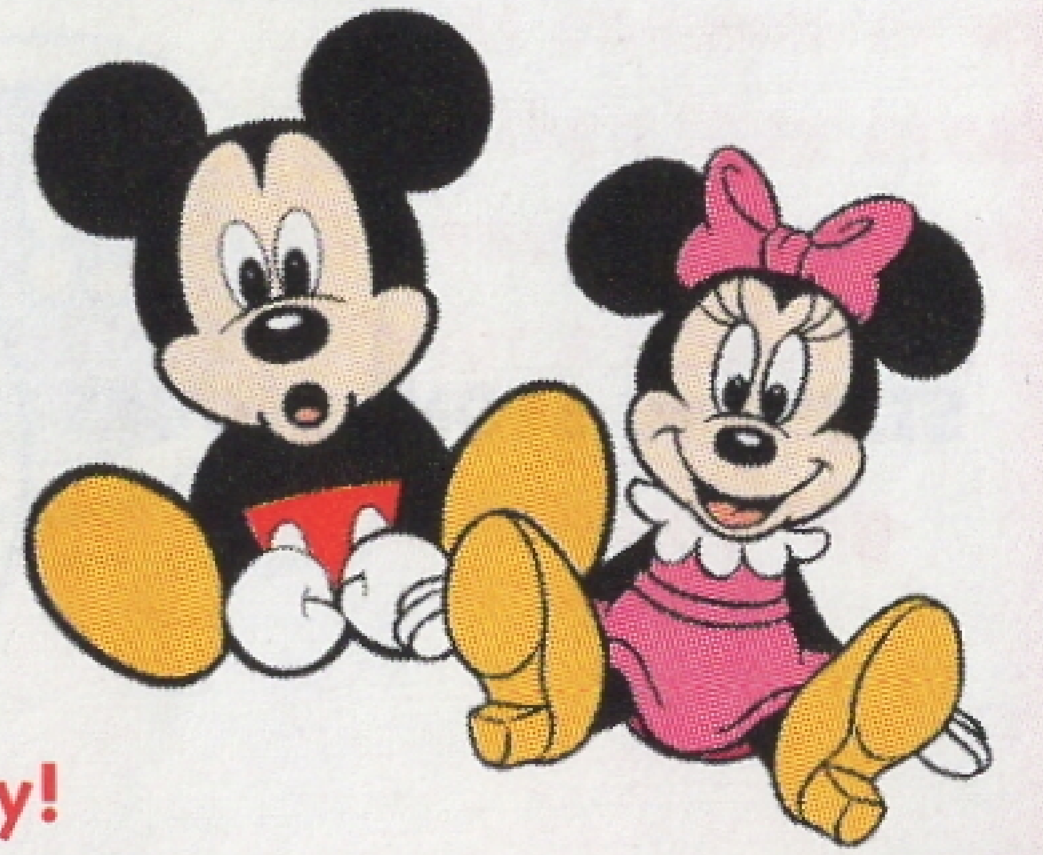


Pick up **HEARTS** to get back all the lives you've used up!.

SUPER HEARTS give back all your lost lives plus an extra one!



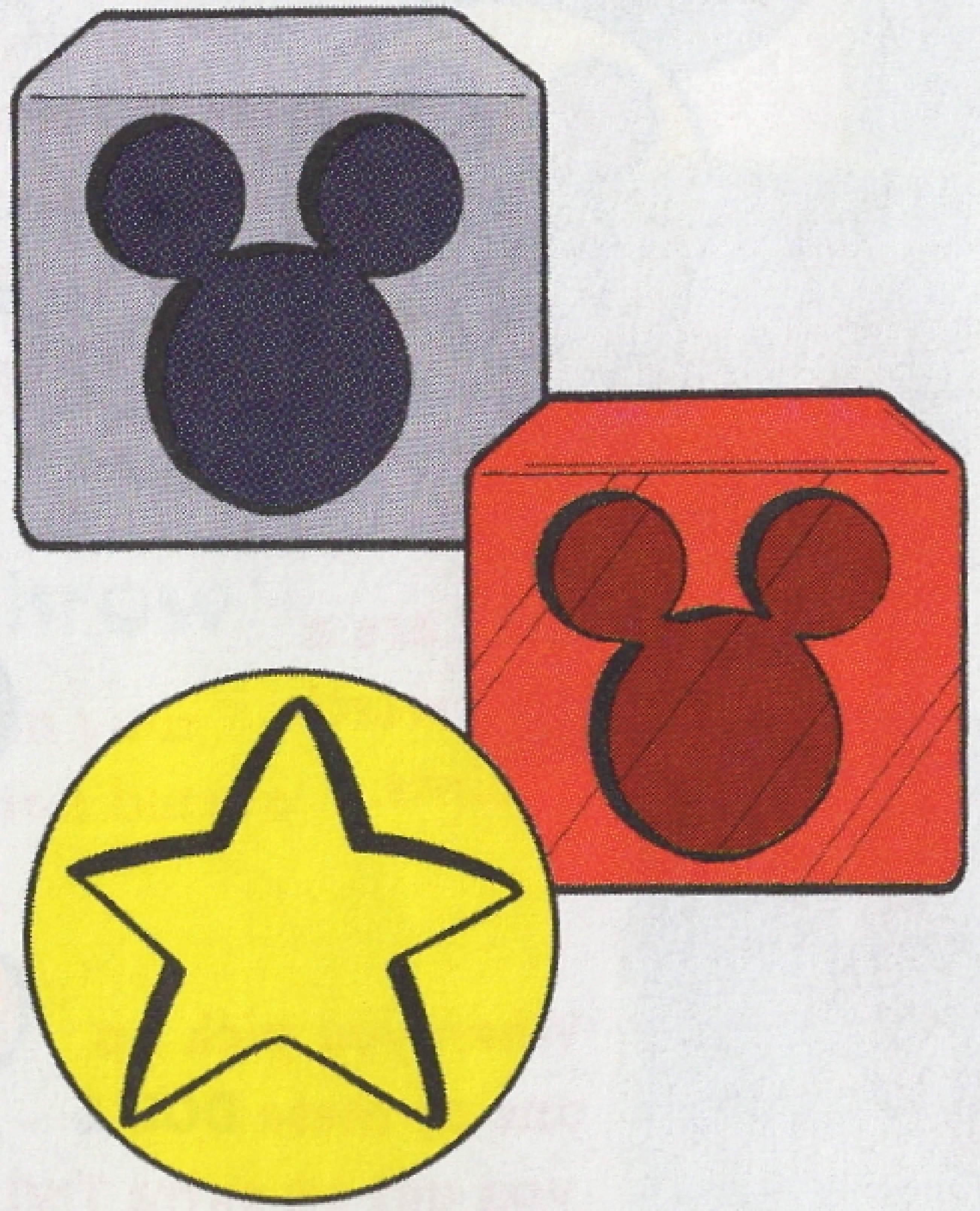
Juicy **FRUITS** are a special treat worth bonus points.



When you pick up one of these **DOLLS** you get an extra Try!

MAGIC BLOCKS

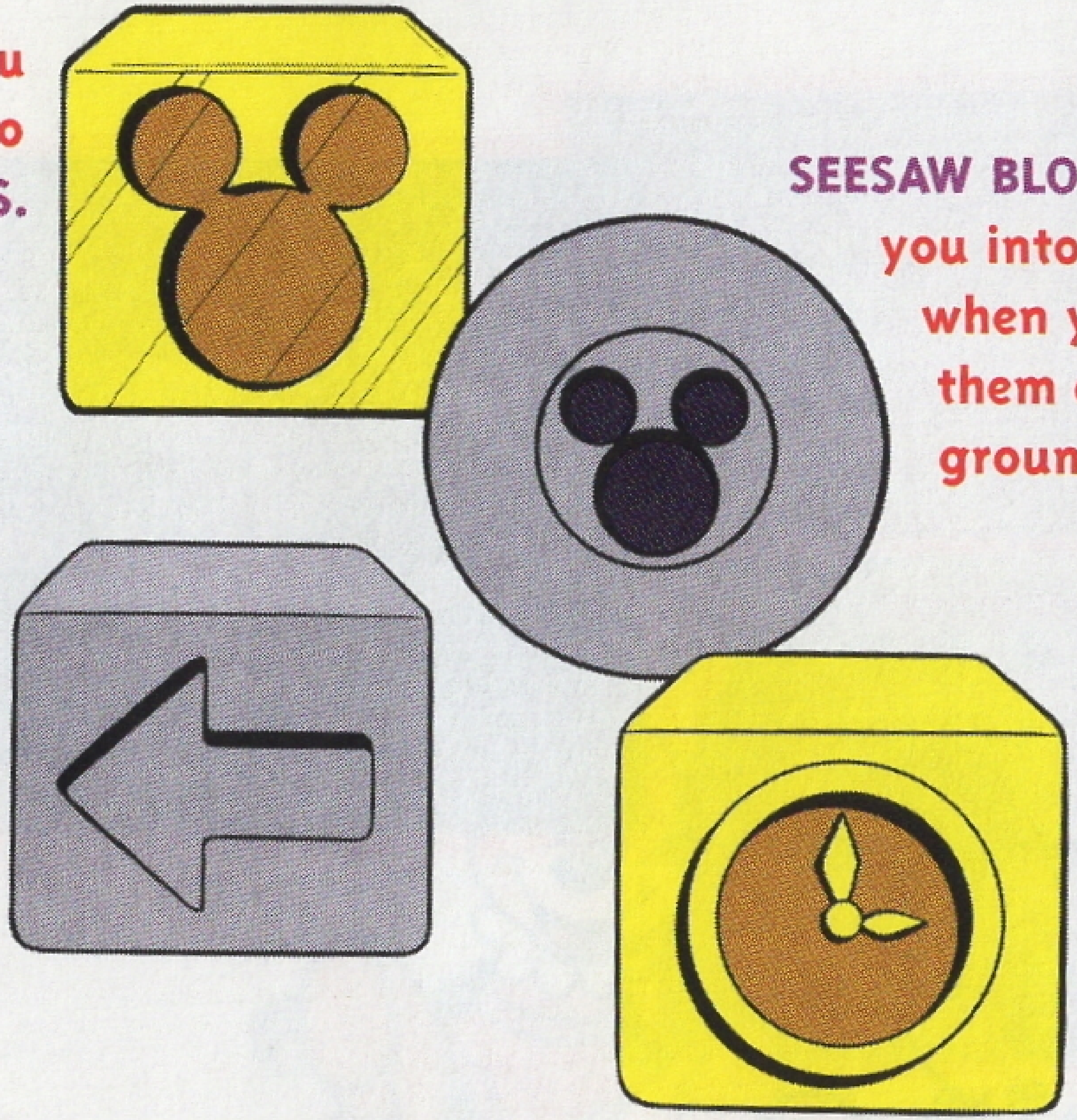
When Donald dug up the magic blocks in the Circus carriage, they scattered all over the world!



You can carry **NORMAL BLOCKS** and throw them. Some have Coins and Fruit inside.

ENDLESS BLOCKS reappear in their original spot no matter how many times you use them.

STEPPING STONE BLOCKS get you across danger!



As a Ranger, you can hook onto **SLIPPY BLOCKS.**

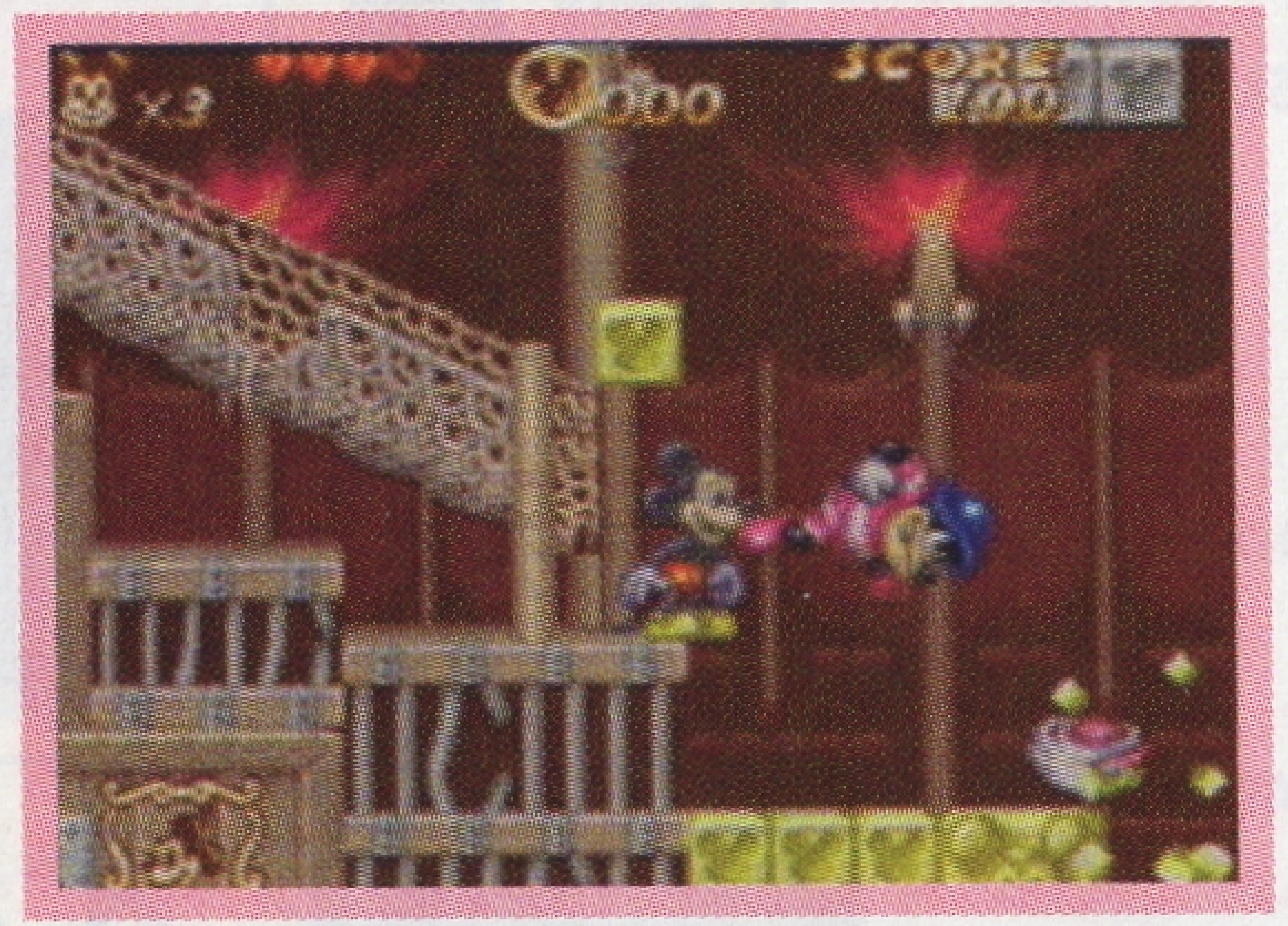
SEESAW BLOCKS launch you into the air when you throw them on the ground.

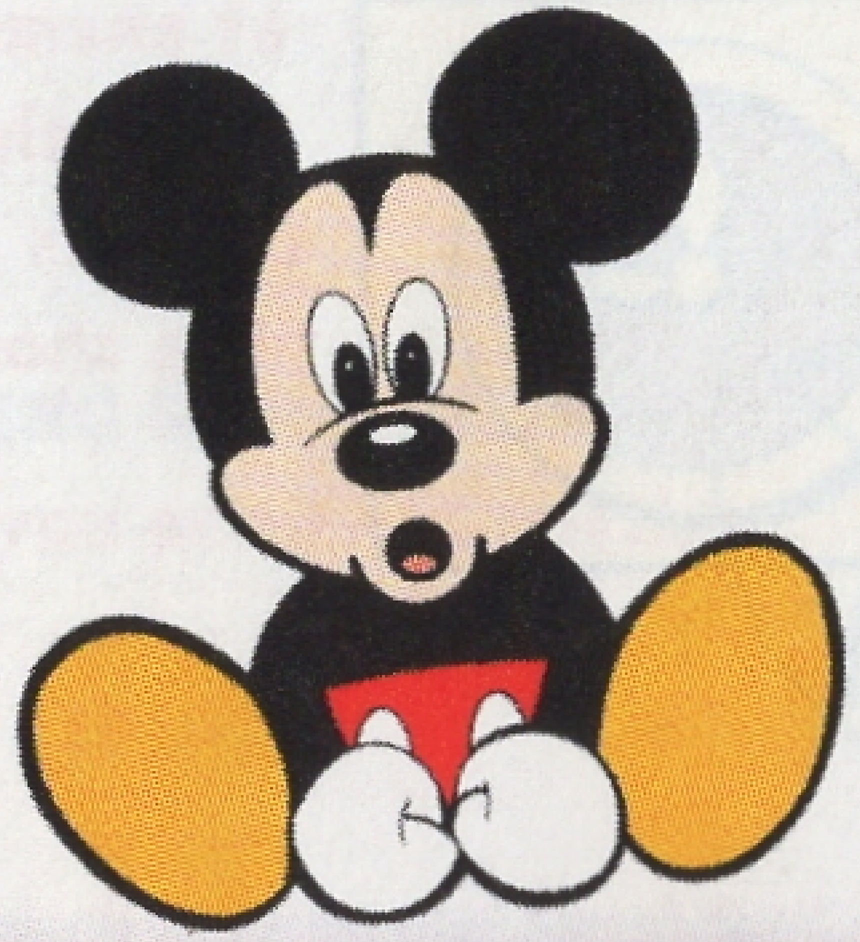
Stand on **FLOATING BLOCKS** to move in a certain direction.

Throw **STOP BLOCKS** at enemies or walls. When they break, all enemies are frozen for a short time.

TREASURE CHESTS

These are the best magic blocks you can find! Pull them by the ring or attack to break them open. You'll get a surprise!

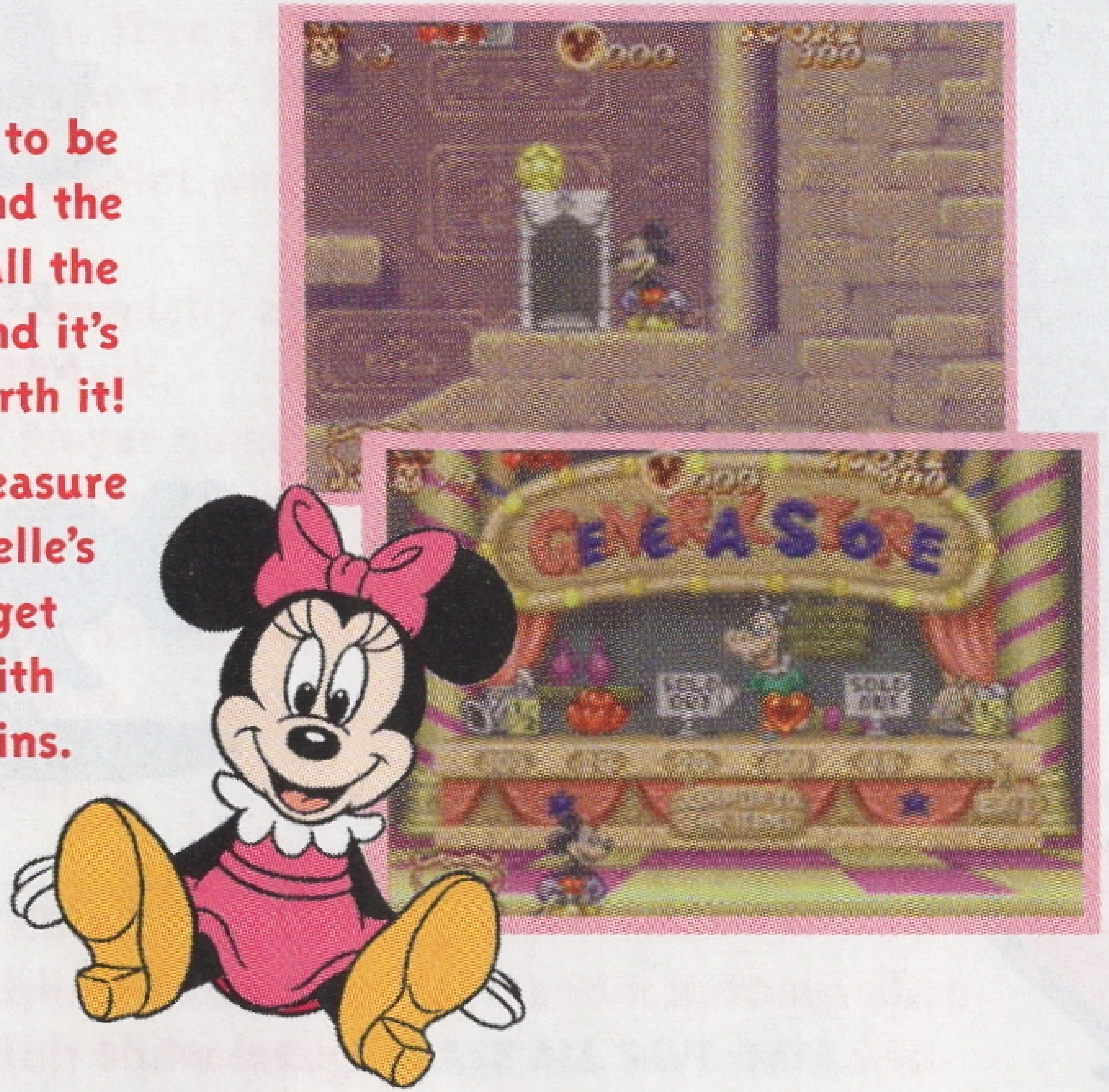




HIDDEN ROOMS

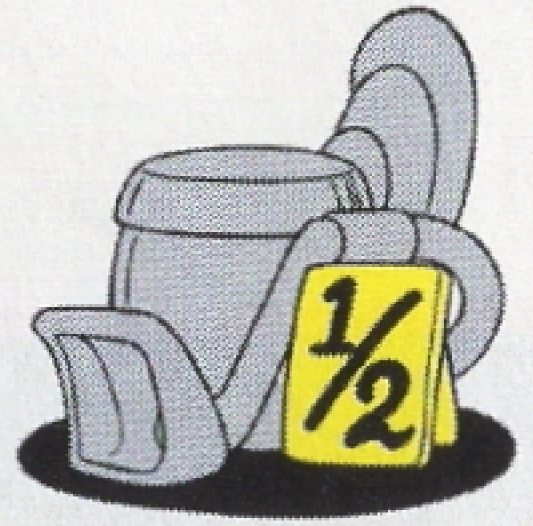
You have to be pretty good to find the entrances to all the Hidden Rooms. And it's worth it!

Inside, you'll find Treasure Chests and Clarabelle's Shops, where you can get even more items with your collected Coins.


SCORE
GENERAL STORE
SOLD OUT
SOLD OUT
EXIT

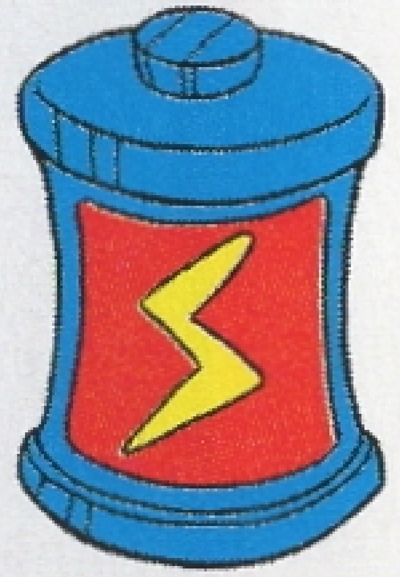
CLARABELLE'S SHOP

Clarabelle has a Shop in each Hidden Room. Come here to trade your Coins for special items ...

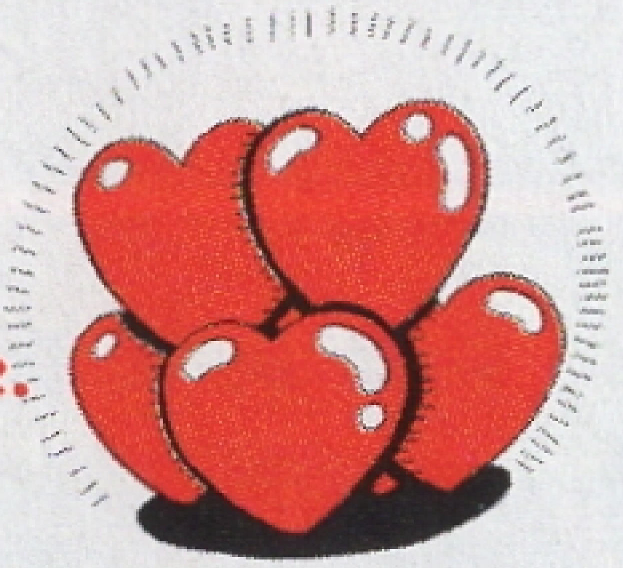


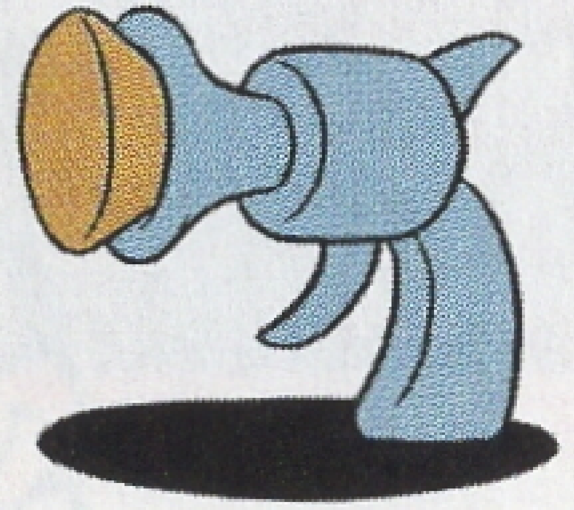
Recharge half your **VACUUM** power.

RECHARGE your vacuum power to the max!

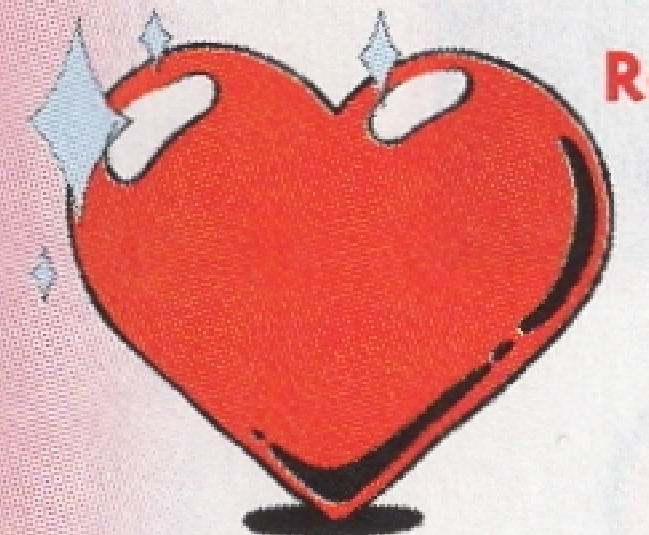


Fill up your **HEART** gauge.



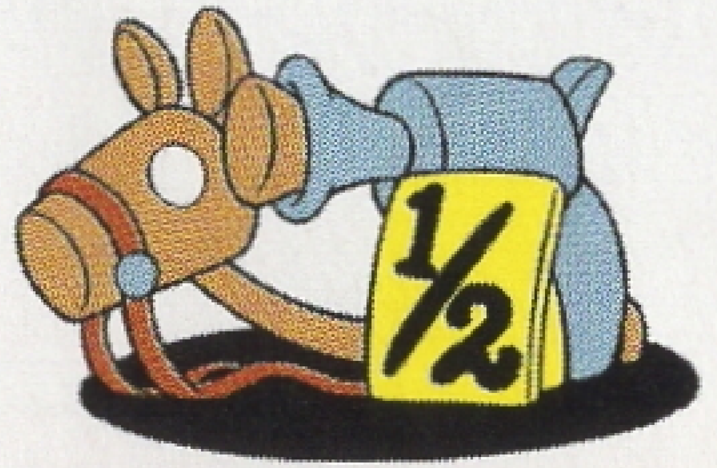


Reload your toy pistol with **CORKS.**



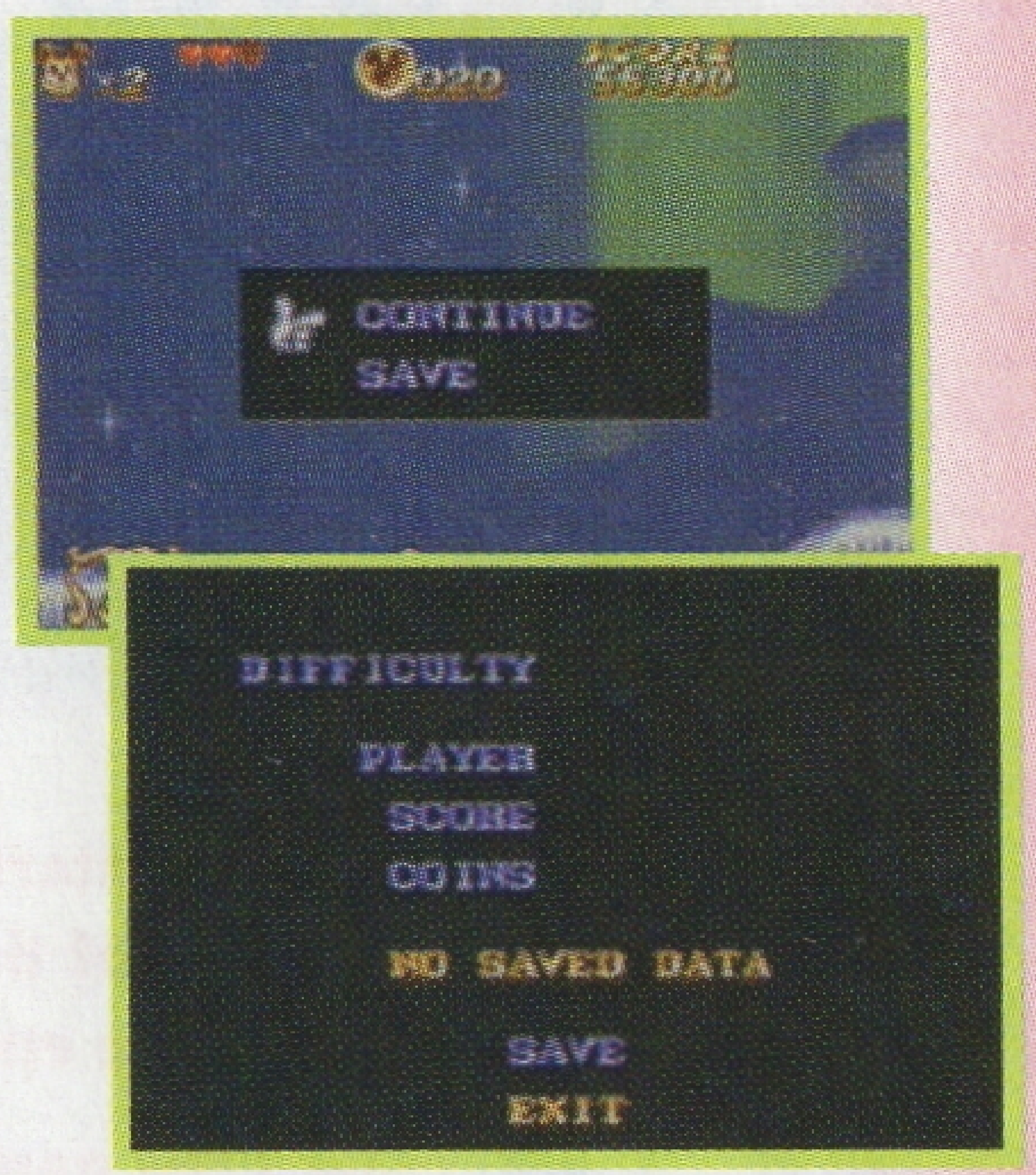
Restore all your **HEARTS** and add one more!

Get back half the energy you use when firing your pistol while riding the **WOODEN HORSE.**



SAVING YOUR GAME

Press START to pause the game and display the Pause Menu. Then choose **SAVE.** On the Save Game menu you can:



SAVE — Save your game at the point where you paused it.

- Save your game often, especially after succeeding in a difficult task.
- Sorry, you can't save 2 Player games.
- When you save, your old game data is replaced by the new game data.
- Later, select LOAD GAME from the Main Menu to resume your saved game.

EXIT — Return to the Pause Menu.

ERASING SAVED GAMES

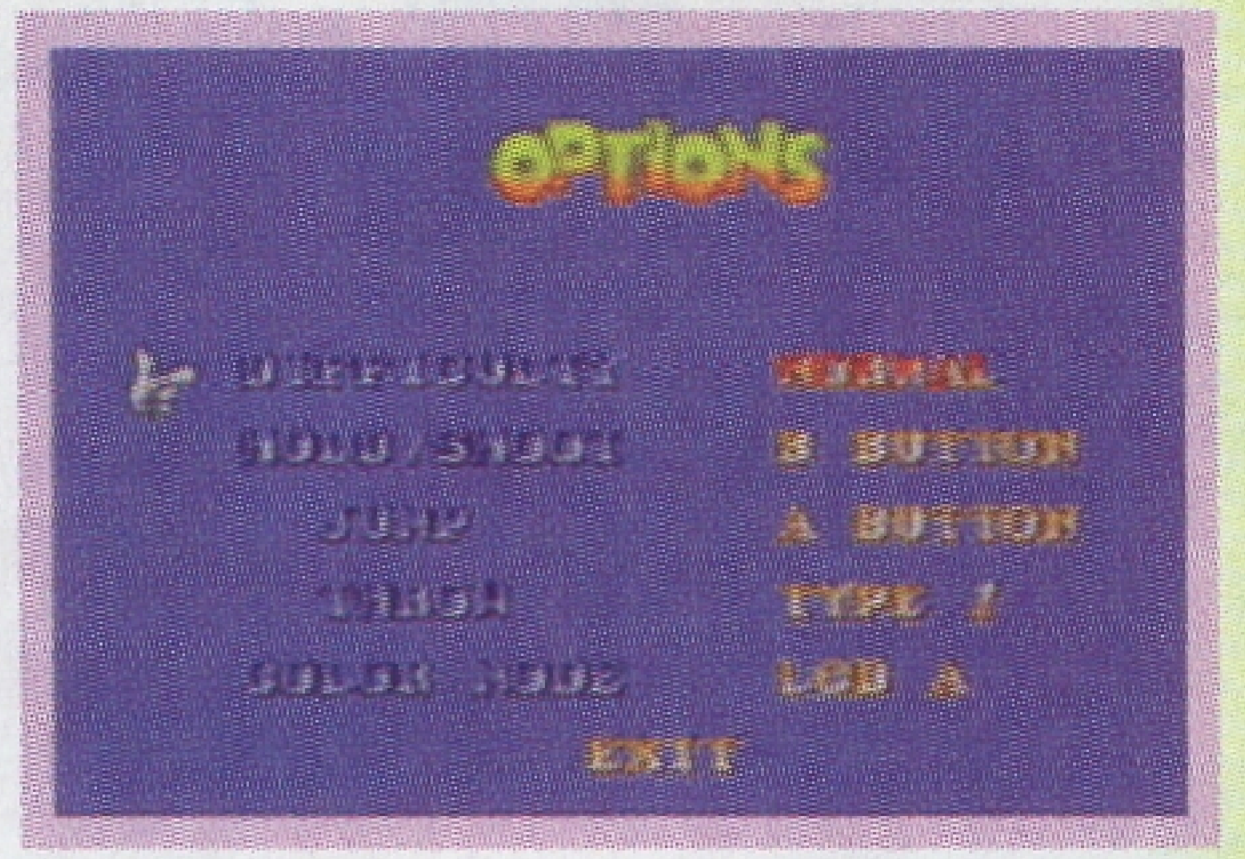
To erase all your save game data, press the L and R Buttons when you turn on your system. The message **ERASE ALL SAVE DATA** will appear. If you select **YES** all your saved data will be erased.

GAME OVER & CONTINUE

Once you lose all your Tries, the game ends and the Game Over screen appears. You can choose to:

- **CONTINUE** — Restart from the beginning of the area where the game ended.
- **END** — Quit the game.

OPTION MODE



Choose **OPTIONS** from the Main Menu. Make selections by pressing the Control Pad ⬆ or ⬇. Confirm by pressing START or the A Button.

GAME DIFFICULTY — Choose **EASY** (if you're just starting out), **NORMAL** (when you know how to play) or **HARD** (when you're really good at it!).

HOLD/SHOOT — Change the Action button.

JUMP — Change the Jump button.

THROW — Select TYPE 1 or TYPE 2:

- **TYPE 1** — Press the button once to grab and again to throw.
- **TYPE 2** — Press the button to grab and hold on! Release to throw.

COLOR MODE — Select a mode:

- **LCD A** — Best for play on a normal *Game Boy® Advance* system.
- **LCD B** — Best for play on a *Game Boy® Advance SP* system with backlight on.
- **TV** — Best for play on a *Game Boy® Advance* Player.
- **END** — Return to the Title screen.

BIGTOP HINTS

AIM FOR "TOP" MARKS!

At different places in the game, a "certain somebody" will appear and "mark" enemies on the head.

If you hit those enemies with a shot from your pistol, you can get lots of special bonuses! Go for it!

VACUUM EVERYTHING

While wearing the **SWEEPER** costume, try using your vacuum everywhere and sweeping up everything.

You never know what you might find!

COSTUMES ARE MAGICAL!

You don't always have to follow the costume rules! Try out different ways to play with each costume and make up your own attacks!

Disney's Aladdin

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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